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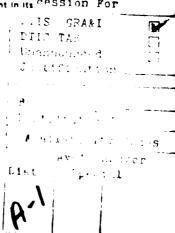
Stephen L. Goldberg Thomas J. Thompson

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Research Product 87-23

Combat Leaders' Guide: Rifle Platoon and Squad

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17. DISTRIBUTION STATEMENT (of the abetract entered in E	lock 20, Il dillerent from	n Report)
18. SUPPLEMENTARY NOTES The Combat Leaders' Guide is designed	to be produce	d in pocket-size format on
		low easy insertion of new
material or deletion of unnecessary m	aterial. The	present product represents
camera-ready copies of the front and	back side of e	ach page.
19. KEY WORDS (Continue on reverse side if necessary and id Job aids Secure		Infantry
Job performance aids Move		Mechanized infantry
Combat job aids Shoot		ĺ
Leading in combat Commun	icate	1
Basic rules of combat Sustai	n	
20. ABSTRACT (Courtisus on reverse side if necessary and ide		
> The modern combat leader must ma	ke many comple	x decisions under conditions

of great stress. However, while the leader's job has increased in level of difficulty, there are no effective, standardized job performance aids to assist the leader in accomplishing his job.

The Combat Leaders' Guide project was initiated to produce a modular job performance aid system for combat leaders to use during periods of high stress in continuous combat. The Combat Leaders' Guide is designed to (1) be fully (Continued)

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ARI Research Product 87-23

20. Abstract (Continued)

usable under combat conditions; (2) have a standardized format; (3) be a modular, highly flexible system; (4) provide fast information retrieval; (5) be easily personalized to individual need, job assignment, mission requirements, equipment availability, and area of operations by adding or removing modules; (6) be easily supplemented by higher commanders; (7) be fully usable under conditions of adverse weather and low light; and (8) utilize as many government standard components as possible.

The Combat Leaders' Guide, of which this is the original edition, will have as complementary material an authoring guide, a final report detailing the history of the project and user reaction to the Guide, and an updated version, the Combat Leaders' Guide: Platoon Leader, Platoon Sergeant, and Squad Leader.

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The modern combat leader is faced with many complex decisions that must be made under conditions of great stress. However, while the combat leader's job has increased in level of difficulty, no standardized effective job aids are available to assist him in accomplishing his combat mission. The purpose of this project is to design a job aid system, in modular or chapter form, to assist the leaders' combat performance. Each module or chapter page is camera ready; a Combat Leaders' Guide would be issued in pocket-size format on water-proof paper.

This product was produced by Litton Computer Services under contract to the Army Research Institute's Fort Benning Field Unit. The research task that supports this mission is 3.4.2, Advanced Methods and Systems of Combat Vehicle Training, and the work was sponsored by Training and Doctrine Command (TRADOC) Training Technology Agency, Fort Monroe, Virginia. This product has received favorable comment from personnel throughout the U.S. Army Infantry School, other divisions of TRADOC, and U.S. Army Forces Command (FORSCOM) units.

EDGAR M. JOHNSON

Technical Director

INTRODUCTION

The Combat Leaders' Guide (CLG) is a job aid designed to help leaders perform their COMBAT MISSION. The CLG-

- · Provides job aids for leaders of both rifle platoons and squads.
- Reminds leaders of specific steps/items within each critical combat task.
 - Assists leaders in checking off/filling in each step/item in the proper order.
- communication by using the same standard · Aids leaders in command, control, and format for each task.
 - · Provides leaders with the flexibility to adjust it to their own situation and mission.

(Ex: 1.1.2).

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Service Deceased Physics

THIS MODULE HOW TO USE

P 1/2

Module 1 - BASIC COMBAT TASKS performing critical combat tasks of their produced to assist combat leaders in is one of a series of job aid modules combat mission.

HOW TO FIND A TASK-

- · Go to the TABLE OF CONTENTS (0.3).
 - · Find the task you want.
- Find the page number of your task.
- Turn to the page number of your task.

HOW TASK PAGES ARE NUMBERED-

- · The large number in the left and right corners is the number of the module.
- The center of each page has 3 sets of numbers separated by periods
- The 1st number(s) is the module.
 - The 2nd number(s) is the task.
- · The 3rd number is the page you are on in that task.

HOW TO USE THIS MODULE

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NOTE: Only multi-page tasks have numbers in the upper right corner (Ex: P 1/4) with the page you are on and the remaining pages in that task.

HOW TO USE A JOB AID FOR A TASK-

- Follow each STEP or ITEM in the order listed.
- Check off and/or fill in each STEP or ITEM as you do it.
 - ONLY use a soft lead (2B) pencil.
- Erase marks/words with an eraser.
 - Use a calculator for all your math problems.
- Look up abbreviations in the GLOSSARY (0.4). Use grid scales or a protractor as
- needed.
 Add or remove pages to suit your
- Keep book in waterproof bag.

mission and situation.

0.2.2

DASIC COMBAT RULES PAGE
The Principles Of War
The Profession Of Arms
Leading In Combat
Tactics For All Echelons
Basic Rules Of Combat
1.5
Basic Rules Of Combat
1.5

Α	ABBREVIATIONS P 1/6
	A
AA	Assembly Area Or Avenue Of Approach
ADA	Air Defensa Artillery
Ammo	Ammunition
AO	Area Of Operations
AΡ	Antipersonnel
ASAP	As Soon As Possible
Assn	Association
Assy	Assembly
AT	Antiliank
ATGM	Antitank Gulded Missile
AWOL	Absent Without Leave
	В
BFV	Bradley Fighting Vehicle (M2/M3)
Bio	Biological
ВР	Battle Position
	S
CA	Course Of Action
Calk	Counterattack
Cbt	Combat
ষ্ট	Commander
C.E	Communications-Electronics
S. C.	Civilian
Chem	Chemical
00	Commanding Officer
ပိ	Сотрапу

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	P 2/6															-								_,
0.4.2	ABBREVIATIONS	၁	Coax Coaxial Machinegun	Commo Communication(s)	CONOPS Continuous Operations	Coord Coordinate(s)	CP Command Post	CVC Combat Vehicle Crewman	Q	DA Department Of The Army	Demo Demolition(s)	DTG Date-Time Group	Ш	EA Engagement Area	Ea Each	EENT End Of Evening Nautical Twilight	5	۵_	Equip Equipment	Evac Evacuate	L	FCL Fire Coordination Line	FDC Fire Direction Center	Freq Frequency
					-																			

ABBREVIATIONS General General General Ground Survellance Radar HE High Explosive Plastic Hr Hour Hour Headquarters I I Hour Hour Headquarters I I Hour Headquarters I I Hour Ke Inspector General Information ITV Improved TOW Vehicle JAG Judge Advocate General Kh Kilometer(s) Kph Kilometers Per Hour Law Light Antitank Weapon LBE Load Bearing Equipment LD Line Of Departure Leader

0			
0.4.4	ABBREVIATIONS P 4/6	Meter(s) Maintenance Medical Evacuation Mission, Enemy, Tetrain, Troops And Time Available Machinegun Mission Oriented Protection Posture Miles Per Gallon Miles Per Hour Miles Per Gallon Miles Per Hour Miles Per Gallon Miles Per Hour Miles Per Gallon Miles Per Hour Miles Per Hour Miles Per Hour Miles Per Hour Miles Per Gallon Miles Per Hour Miles Per Gallon Miles Per Gal	
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V	ABBREVIATIONS	P 5/6
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Org ORP	Organization Objective Rally Point	
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PEWS	Platoon Early Warning System	
Pit	Platoon	
PM	Provost Marshal	
Prics	Preventive Maintenance Checks And	- <u>1</u>
	Services	
POL	Petroleum, Oils, And Lubricants	
Psnl	Personnel	
Psn	Position(s)	
PIS	Points	
ΡW	Prisoner(s) Of War	
	R	
Rad Hr	Rads Per Hour	
RATELO	Radio-Telephone Operator	
Recon	Reconnaissance	
Reps	Representatives	
RF	Radio Frequency	
яр	Release Point Or Rally Point	
R&S	Reconnaissance And Security	
R-T	Receiver-Transmitter	
	S	
SAW	Squad Automatic Weapon	

0.4.5

9/9 d Squad Surveillance, Target Acquisition, And Night Observation Tube-Launched, Optically-Tracked, Security
Sergeant
Standing Operating Procedure Uniform Code Of Military Justice Universal Transverse Mercator **ABBREVIATIONS** Target Reference Point United States Military 0.4.6 Weapons Executive Officer Supplementary Service X-W S United States Wire-Gulded Support Start Point Without Team STANO US Mil Wpns XO UCMJ Sgt SOP Spt SP Sqd Supl Svc TOW TRP UTM W/0 SN ᆵ €

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上	THE PRINCIPLES OF WAR	
ITEM	PRINCIPLE	9
-	OBJECTIVE	
2	OFFENSIVE	
3	MASS	
4	ECONOMY OF FORCE	
5	MANEUVER	
9	UNITY OF COMMAND	
7	SECURITY	
8	SURPRISE	
6	SIMPLICITY	
NOTES:	:9	

THE PROFESSION OF ARMS PROFESSIONAL SOLDIERLY THE PROFESSIONAL Loyalty To The Institution **ARMY ETHIC** Personal Responsibility QUALITIES QUALITY ETHIC Loyalty To The Unit 1.2.1 Selfless Service Competence Commitment Courage Candor ITEM TEM CI က က 4

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LEADING IN COMBAT	ACTION	xample	Lead From As Far Forward As You Can	Lead From A Position Where Your Men Can See You	Lead From Where You Can Control All Elements Physically Or By Radio	Move To Critical Locations To Influence The Action	Make Sound, But Quick Decisions	Forcefully Execute Decisions
LEADIN		Set The Example	Lead From As As You Can	Lead Fron Your Me	Lead Fror Control Physical	Move To C To Influe	Make Sound Decisions	Forcefully
	ITEN	-	2	က	4	2	9	2

COORDINATE ALL Firepower And Electronics REPORT-REPORT-REPORT KEEP Lower, Higher, And Adjacent INFORMED MANEUVER To Gain The FIND The Enemy-AVOID SURPRISE ALL ECHELONS
TACTIC TACTICS FOR PROTECT The Force PLAN TO SUSTAIN 1.4.1 Operations Initiative ITEM Ŋ က 4 9

P 1/2	3		ent						oot	ə		
BASIC RULES OF COMBAT	RULE	SECURE	Use Cover And Concealment	Establish Local Security	Conduct The Recon	Protect The Unit	MOVE	Establish Moving Element	Get In Best Position To Shoot	Gain And Maintain Initiative	Move Fast	Strike Hard
	ITEM	1	1A	18	10	10	2	2A	28	2C	2D	20

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	P 2/2	3											
1.5.2	BASIC RULES OF COMBAT	RULE	Finish Quick	SHOOT	Establish Base Of Fire	Maintain Mutual Support	Kill Or Suppress Enemy	COMMUNICATE	Keep Everybody Informed	Tell Soldiers What Is Expected	SUSTAIN	Keep Fight Going	Take Care Of Soldiers
		ITEM	2F	က	3A	38	30	4	4 A	4B	2	5A	5B
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SECOND STATE OF STATE

		TROOP LEADING PROCEDURES		
	STEP	ACTION	>	
	-	Receive Mission		
	2	Issue Warning Order		
	က	Make Tentative Plan		
	4	Start Needed Movement		
	5	Recon		
	9	Complete Plan		
	7	Issue Orders		
	8	Supervise And Refine		
2		2.1.1		2

2	P 1/2											
2.2.1	WARNING ORDER	1. Mission		9 Who Io Is Onorotion	z. Wild is ill Operation		3. Time Of Operation	4. Special Instructions				
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2												
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2			TROOP LEADING PROCEDURES	ACTION	Receive Mission	Issue Warning Order	Make Tentative Plan	Start Needed Movement	Recon	Complete Plan	Issue Orders	Supervise And Refine

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WARNING ORDER P 2/2	5. Time To Issue Complete Order	6. Place To Issue Complete Order	7. Other	8. Other		9. Other		2.2.2
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7															
	P 1/4	3													
2.3.1	FACTORS OF METT-T	FACTOR	MISSION	Specified Tasks	Implied Tasks	Essential Tasks	Restated Mission	Constraints	ENEMY	Туре	Composition	Organization	Identification	Strength	Morale
	FA	ITEM	1	1A	18	10	1D	1E	2	2A	2B	2C	2D	2E	2F
2															

FACTORS OF METT-T P 2/4 ITEM FACTOR 2G Capabilities 2H Likely Courses Of Action 2I Intentions 3 TERRAIN 3A Observation 3B Fields Of Fire 3C Key Terrain 3D Obstacles 3E Cover 3F Concealment 3G Avenues Of Approach 4 WEATHER 40 Trafficability 2.3.2																0
CTORS OF METT-T FACTOR Capabilities Likely Courses Of Action Intentions TERRAIN Observation Fields Of Fire Key Terrain Obstacles Cover Cover Concealment Avenues Of Approach WEATHER Trafficability 2.3.2	2/4	>														
7A 11EM 2G 2G 2G 3B 3B 3C	1		Capabilities	Likely Courses Of Action	Intentions	TERRAIN	Observation	Fields Of Fire	Key Terrain	Obstacles	Cover	Concealment	Avenues Of Approach	WEATHER	Trafficability	2.3.2
	FA	ITEM	2G	2H	21	3	3A	ає	ЭЕ	αε	3E	3F	3G	4	4 A	

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	P 3/4	>													
2.3.3	FACTORS OF METT-T	FACTOR	Visibility	Forecast	Effect On Soldiers	Effect On Equipment	TROOPS AVAILABLE	Number And Type	Task Organization	State Of Training	State Of Discipline	Strength-Men	Strength-Materiel	Morale	Past Performance
	FA	ITEM	4B	4C	4D	4E	2	5A	5B	2C	Q 9	2E	5F	5G	2H
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FACTORS OF METT-T P 4/4	FACTOR	Location And Disposition	State Of Maint And Supply	Cbt Spt Available	Cbt Svc Spt Available	Effect Of Leadership	TIME	Planning And Preparation	Delay	Line Of Departure	Movement	Start, Critical, Release Pts	Hold Or Seize Key Terrain	Enemy Reaction	2.3.4
FA	METI	2	57	5K	5L	5M	9	6A	6B	9 29	G 9	9E	6F	99	
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2 Key Word: OCOKA Analzye EACH Item from BOTH Your Own AND the Enemy's Point of View MILITARY ASPECTS Concealment And Cover Avenues Of Approach **Observation And Fire OF TERRAIN** ASPECT 2.4.1 **Key Terrain** Obstacles NOTE: TEM 2 က 4 2 2

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	2	2.5.2
		ESTIMATE OF SITUATION P 2/6
ESTIMATE OF SITUATION P 1/6		(2) What Enemy Forces are Against Us and Where?
MISSION a. What Must be Done and When?		
b. State Essential Tasks and Purpose.		(3) What Friendly Forces are Available?
2. SITUATION AND COURSES OF ACTION a. What is the Situation?		(4) What Conclusions Can You Draw About Relative Combat Power?
Weather?		
2.5.1		

2.5.4	ESTIMATE OF SITUATION P 4/6	b. War Game Courses of Action AgainstEnemy Capability(ies).(1) What are Critical Events and Times?	(2) What Actions are Required?	Disadvantages of Each Course of Action?	
7					
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		ESTIMATE OF SITUATION P 3/6 b. What are the Enemy Capabilities?	c. What are Feasible Courses of Action to Accomplish the Mission?	3. ANALYSIS OF COURSES OF ACTION a. Select Enemy Capability(ies) for War Gaming.	2.5.3

2 2.5.6	ESTIMATE OF SITU	b. Announce the Decision of the Operation.		
		IMATE OF SITUATION P 5/6	4. COMPARISON OF COURSES OF ACTION What is the Best Course of Action? 5. DECISION a. Refine the Best Course of Action into a Clear Decision - Include Who, What, When, Where, How, and Why.) 5 5 5
		ESTIMATE OF	4. COMPARISON OF COURSES OF ACTION What is the Best Course of Action? 5. DECISION a. Refine the Best Course of Action Clear Decision - Include Who, What, W Where, How, and Why.	

ESTIMATE OF SITUATION P 6/6
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P 1/4		T.7	CA3						
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ANALYSIS AND COMPARISON OF	COURSES OF ACTION	ITEM		Supports Scheme Of Maneuver	Helps Command And Control	Concentrates Combat Power At Critical Points	Forces Mutually Support	Responsive Maneuver Element(s) And Reserve	
AN	JRS	S	CA3						
```	201	DOES	CA2						
			CA1						١

2 DOESN'T P 2/4 COURSES OF ACTION **COMPARISON OF** Provides Fields Of Observation & Fire Maneuver Space Uses Best Avenue Of Approach Expected Weather Conditions **ANALYSIS AND** Provides Cover & Concealment Provides Enough Exploits Enemy Weakness 2.6.2 ITEM DOES Cal Ca2 Ca3 2

2 2.6.4 ANALYSIS AND TO THE STATE OF THE STA DOESN'T CA1 CA2 CA3 P 3/4 **COURSES OF ACTION COMPARISON OF ANALYSIS AND** Normal Combat Support Requirements Unit Positions Not Required Helps Speed Of Execution Headquarters Adjustment Of Controls Key Terrain 2.6.3 ITEM Obstacles **Uses All** DOES CA1 CA2 CA3 2

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	P 4/4		SNT	CA1 CA2 CA3			-		$\frac{1}{1}$			
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2.6.4	ANALYSIS AND COMPARISON OF	COURSES OF ACTION	ITEM		Other Critical	Considerations						
	ANCON	COUR	DOES	CA2 CA3								
7				CA1				 		 		

P 1/4			1ts:	
OPERATION ORDER TASK ORGANIZATION:	1. SITUATION a. Enemy Forces:	b. Friendly Forces:	c. Attachments and Detachments:	

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	P 2/4									
2.7.2	OPERATION ORDER	2. MISSION	3. EXECUTION a. Commander's Intent:		b. Concept of the Operation: (1) Maneuver:					
2										

P 3/4	1 , , ,	11111	111,111	
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OPERATION ORDER	(2) Fires:	c. Subordinate Unit Subparagraphs:	d. Coordinating Instructions:	2.7.3
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	P 4/4									
2.7.4	OPERATION ORDER	4. SERVICE SUPPORT			5. COMMAND AND SIGNAL a. Signal:		b. Command:			
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4	FRAGMENTARY ORDER P 1/2		3. Execu
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<u>~i</u>	Mission		6. Other
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	2.8.1		

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2.8.2	FRAGMENTARY ORDER   P 2/2	3. Execution		4. Service Support	5. Command And Signal	6. Other	
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METRIC	<b>ACTORS</b>	TO GET	Centimeters	Meters	Meters	Kilometers	Liters	Liters	Liters	Grams	Kilograms	Km Per Liter	Km Per Hour	
AMERICAN TO METRIC	CONVERSION FACTORS	TIMES	2.540	0.305	0.914	1.609	0.473	0.946	3.785	28.349	0.454	0.425	1.609	2.9.1
AMERI	CONVE	MULTIPLY	Inches	Feet	Yards	Miles	Pints	Quarts	Gallons	Ounces	Pounds	MPG	LIPH	
<b>1</b>			<u> </u>	1	<u> </u>	<u>.                                    </u>	<u> </u>	<u>'</u>		<u> </u>	<u> </u>		<u> </u>	<b>'</b> 2

Gallons **CONVERSION FACTORS** TO GET Inches Quarts Ounces Pounds Yards Miles METRIC TO AMERICAN Pints MPG Feet MPH 2.10.1 TIMES 0.394 3.280 1.094 2.113 0.035 2.205 0.621 1.057 0.264 2.354 0.621 MULTIPLY Centimeters Km Per Liter Km Per Hour Kilometers Kilograms Meters Meters Grams Liters Liters Liters 2

<b>T</b>	3								
ACTIONS BEFORE MARCH	ACTION	Give Warning Order	Select Quartering Party NCO And Send Him To Team CP	Recon Route From AA To SP	Record Time From AA To SP	Adjust Departing Time From AA To Arrive At SP On Time	Have Crews Perform Pre- Combat Checks	Have Vehicle Commanders Report Their Status	Give Llarch Order To Vehicle Commanders
AC	STEP	<b></b>	2	3	4	c.	9	7	8

3 P 1/2 Select General Location Of Each Vehicle's Hull-Down Concealed Position Select Covered/Concealed Route Back To RP Inspect Intended Assembly Area For NBC/Mines Mark Each Vehicle's Place Secure Platoon Area Until Clear Or Mark Obstacles **QUARTERING PARTY** ACTION **DUTIES OF** Platoon Arrives 3.2.1 TEM 9 0 က Ŋ 4

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	DUTIES OF QUARTERING PARTY	P 2/2
	ACTION	3
Mee	Meet Platoon At RP	
Guic	Guide Platoon Into Area	
Brie	Brief Platoon Leader	
Other:	er:	
Other:	er:	
Other:	yr:	
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3.3.1	MARCH ORDERS	1. Destination (Map)	2. Route Of March (Map)	3. Location Of SP, Critical Points, RP (Map)_	4. SP Time 5. March Interval (Meters) 6. March Speed (Mph/Kph) 7. Catch Up Speed (Mph/Kph) 8. Time And Location Of Scheduled Halts 9. Time Unit Leaves Present Position 10. Order Of March
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ACTIONS DURING MARCH	ACTION	Arrive At SP On Time At March Speed With Proper March Interval	Maintain Ground And Air Security	Observe Vehicle Sectors Of Responsibility	Report SP, Critical Points, RP (Unless Under Radio Listening Silence)	If Under Radio Listening Silence—Use Hand And Arm Signals, Flags Signals,Or Flashlight Signals	3.4.1
AC	ITEM	-	2	ဗ	4	5	
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		8				
3.5.1	ACTIONS AT SCHEDULED HALTS	ACTION	Pull To Side Of Route At Designated Location	Maintain March Order On Dispersion	Maintain Security— Dismount Personnel, If Necessary	Perform Maintenance, Resupply, Refueling, Feeding, Etc
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ACTIONS AT UNSCHEDULED HALTS	ACTION	Establish Security Off Road, If Possible	Establish Security On Road, If Necessary	Maintain Security— Dismount Personnel, If Necessary	Report Status, If Permitted	Take Other Appropriate Action(s)	Resume March When Possible	3.6.1
	ITEM	<del>-</del>	7	က	4	5	9	
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3.7.1	ACTIONS FOR DISABLED		Allow Vehicle To Obstruct	Traffic	Have Disabled Vehicle Move Off Road	Have Disabled Vehicle Report Status Immediately	Have Crew Establish Security	Have Crew Post Guides To Direct Traffic	If Crew Repairs Vehicle, Have It Rejoin The Rear Of The Column	If Crew Cannot Repair Vehicle, Have Maintenance Element Pick It Up
<u>ო</u>	AC	ITEM	-		2	С.	4	ις.	9	
က	AC	ITEM		3			4	ις.		
3	AC	ACTIONS AT	ALTS	ACTION	Establish Security Off Road, If Possible	curity On Road,	II wecessary	Maintain Security—  Dismount Personnel, If  Necessary	Report Status, If Permitted	Take Other Appropriate Action(s)

	ACTIONS AT	D 1/2
	ASSEMBLY AREA	<u>.</u>
ITEM	ACTION	2
-	Follow Guides Into Area	
7	Clear RP Fast - Do Not Stop	
က	Occupy Pre-Selected Psns	
4	Place Out Security	
5	Maintain Security	
9	Check Positions	
/	Adjust Positions As Needed	
8	Camouflage Positions	
6	Start Maintenance	
	3.8.1	

i												
	P 2/2	3										
3.8.2	ASSEMBLY AREA	ACTION	Start Resupply		Start Rearm	Establish Wire Commo Net	Coordinate With Other Units	Prepare Reaction Plan	Rehearse Reaction Plan	Other:	Other:	Other:
		ITEM	10		=	12	13	14	15	16	17	18
က	<b>L</b> _	<u>, — ;</u>					<u>-</u> _ <u>-</u>					<u>-</u>
	[	7		8			T	T	<del>1</del>		<del></del>	
		NS AT	[		des Into Area	ast - Do Not Stop	e-Selected Psns	Security	scurity	tions	itions As Needed	e Positions
			ASSEMBLY AREA	ITEM ACTION	Follow Guides Into Area	8	Occupy Pre-Selected Psns	Place Out Security	Maintain Security	Check Positions	Adjust Positions As Needed	Camouflage Positions

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Squads, And Last Vehicle When Speed Is Important Meters Between Vehicles, Third Vehicle To Observe Platoon Moves On Column Axis, Staggered Laterally And Contact With Enemy Platoon Sergeant Rides In With Intervals Of 50-100 Lead Vehicle To Control Platoon Leader, Trailing **Use Traveling Technique** Platoon Leader Rides In TRAVELING **Terrain Permitting** ACTION 3.10.1 Is Unlikely Movement ITEM 2 က 4

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TRAVELING OVERWATCH	ACTION	Use Traveling Overwatch When Enemy Contact Is Possible	Distance Between Lead Vehicle And Platoon Leader Is 100-400 Meters	Distance Between Other Vehicles Is 50-100 Meters, But May Vary With Terrain	Movement Is Continuous With Maximum Use Of Cover And Concealment	Movement Keyed On Lead Squad To Maintain Proper Distance And Intervals	7 77 0
TR/	ITEM	<del>-</del>	2	က	4	2	
							•

3 BOUNDING OVERWATCH P 1/2 To Secure New Positions When You Expect Enemy **Covered And Concealed** If Bounding Squad Makes Use Bounding Overwatch Bounding Squad From Contact, Overwatch Supports By Fire And Maneuvers **Bounding Squad Moves** Overwatch Position Cover Movement Of While Covered By ACTION 3.12.1 Overwatch Contact TEM က N 4 m

TOTAL BEST OF THE PARTY OF THE STATE OF THE PARTY OF THE

	BOL	BOUNDING OVERWATCH P 2/2	> 2/2		
	ITEM	ACTION	3		
	5	Is New Position Open? If YES, Go To STEP 6. If NO, Go To STEP 7.			
	9	Bounding Squad Stays Mounted With Each Man Given Sector To Observe			
	7	Bounding Squad Dismounts To Man Weapons And To Provide Security			
	æ	When Bounding Squad Secures New Position, Overwatch Can Move Forward			
	6	Repeat STEPS 2-8 For Each Bound Until Completed		_	
<b>'</b> ~ ~	<b>.</b>	3.12.2		3	

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		3					
3.13.1	TASKS OF OVERWATCH FORCE	ACTION	Support Bounding Force With Direct Fire Using Prescribed Weapons- Ready Posture	Maneuver In Support Of Bounding Force	Have Capability Of Calling For Indirect Fire	Cover Flanks, Rear, And Front Of Bounding Force	Have Concealed And Protected Positions
	)	ITEM	_	2	3	4	5
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<b>ACTIONS ON AN</b>	<b>OVERWATCH POSITION</b>	ACTION	Visually Check Security Of Position	Occupy Hull-Down, Concealed Firing Position	Pit Sqd Leaders Assign Areas For Observation/Fire	Search For Targets	Be Alert For Enemy Activity	Don't Concentrate On Moves Of Bounding Element	React Immediately To Any Threat
	0	STEP	-	2	3	4	5	9	7

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က P 1/3 POSITION, YOU MUST CONSIDER: BEFORE BOUNDING TO YOUR NEXT If My Psn Is Unsuitable When I Arrive, Where Will I Go Next? Hedges, Trees, And Shrubs? How Will I Take Advantage Of What Is My Exact Route From Here To My Next Psn? Where Will I Take Up My Psn On The Next Bound? How Will I Use Low Ground? Where Is My Alternate Psn? CONSIDERATIONS What Is My Best Route? Where Is My Next Psn? QUESTION MOVEMENT 3.15.1 TEM 4 **2A** <u>၃</u> 2C ₽ 1 2B 8

O	MOVEMENT P	P 2/3
ITEM	QUESTION	3
2D	What Is My Alternate Route From Here To My Next Psn?	
_ص	Where Is The Enemy?	
3A	If I Were The Enemy, Where Would I Hide To Observe, Fire, And Escape?	
38	What Likely Enemy Psn(s) Should I Give Special Attention To During My Move?	
30	V/hat is The Enemy's Most Likely Withdrawal Route?	
न	What Do I Do If Fired Upon?	
4 A	What Cover Is On My Route?	
	3.15.2	

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	P 3 3	3					
3.15.3	MOVEMENT CONSIDERATIONS	QUESTION	Am I Fully Prepared To Return Fire Immediately?	Is My Crew Fully Briefed On The Actions Expected Of Them?	Who Is Covering My Move And How Can They Help Me?	Will Smoke Help–Who Delivers?	<i>i</i> 0
	0	ITEM	4B	4C	40	4E	Notes:
n							

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P 1/2	>					ļ					
PREPARATION FOR ATTACK	ACTION	Issue Order	Move To Assembly Area	Check Weapons	Check Key Equipment	Resupply	Refuel	Rearm	Conduct Vehicle PMCS	Check Attachments	4.1.1
Р	TASK	-	2	3	4	5	9	7	8	6	
						····	·		<del></del>	·	74

4											
	P 2/2	3									
4.1.2	PREPARATION FOR ATTACK	ACTION	Check NBC Situation	Confirm MOPP Status	Inspect Troops	Inspect Vehicles	Feed Troops	Rest Troops	Recon Routes To LD	Time Routes To LD	Move To LD
	<u>a</u> .	TASK	10	11	12	13	14	15	16	17	18
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CONSOLIDATION	ACTION	Eliminate All Remaining Enemy Resistance On Objective	Report Status To Next Higher	Prepare To Continue Attack	Prepare For Enemy Counter- Attack (Heavy Incoming)	Coordinate With Flank Elements	Set Up Perimeter Defense	Position BFV-Tanks-ITV To Cover Armor Avenues Of Approach	Prepare Range Cards If You Do Not Plan To Move Soon	Begin Planning To Continue Attack (Map Recon, Orders)
	STEP		2	က	4	2	9	7	8	6

4 REORGANIZATION Condition Of Vehicles **Enemy Casualties** Personnel Losses **Equipment Status** ACTION **Enemy Weapons** Ammo Expended 4.3.1 **Enemy Vehicles** REDISTRIBUTE: Fuel Status Equipment Personnel Vehicles REPORT: Ammo Μ STEP 17 18 5 10 끧 15 Ŧ **2**A 2B 2C 2D 부 4

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111	DEFENSIVE PRIORITY P 1/2
	OF WORK TASK
Estal	Establish Local Security
Posit	Position Security Force
Positi	Position Primary Weapons
Site F	Site Final Protective Fires
Site 0	Site Other Priority Targets
Take	Take NBC Protective Steps
Clear	Clear Fields of Fire
Comp	Compute Ranges
Empla	Emplace Obstacles
	5.1.1

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	P 2/2	>									
5.1.2	DEFENSIVE PRIORITY FOR THE PRIORITY FOR THE PRIORITY FOR WORK	TASK	Prepare Fighting Positions	Set Up Wire Commo Net	Select Supl—Evac Routes	Prepare Supl—Evac Routes	Prepare Alternate Positions	Prepare Suppl Positions	Prepare CATK Plans	Rehearse CATK Plans	Prepare Dummy Positions
	ЭQ	STEP	10	11	12	13	14	15	16	17	18
5											

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5.2.2	DEFENSE PLANNING P 2/4	5. Fire Support Available	6. Evac/Destroy Procedures For Damaged Vehicles	7. Evac Procedures For Friendly	Casualties	8. Place To Take Enemy PW	
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5.2.4	DEFENSE PLANNING	NOTES	12. Psn And Msn Of Units In T		13.	14	15.	16.			
		<u> </u>	4					 	 	 	5
			DEFENSE PLANNING P 3/4 NOTES	9. Special Signals To Use		10. On-Order Msn For Plt/Sqd		11. Psn And Msn Of Units On Flanks			5.2.3

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COORDINATION WITH P 1/4 ADJACENT UNIT(S) 1. Location Of Primary Psn	2. Location Of Alternate Psn	3. Location Of Supplementary Psn	4. 25mm Sector Of Fire	5. TOW Sector Of Fire	6. Dragon Sector Of Fire	7. Coax Sector Of Fire	8. Machine Gun Sector Of Fire	

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5.3.2	COORDINATION WITH P 2/4 ADJACENT UNIT(S)	9. Location Of Dead Space Between Units	10. How To Cover Dead Space	11. Location Of OP	12. Location/Types Of Obstacles	13. How To Cover Obstacles	
10							

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P 3/4	$\overline{}$
COORDINATION WITH PADJACENT UNIT(S)  14. Patrols: a. Size_ b. Type_ c. Time Of Departure_ d. Time Of Return_ e. Location Of Passage Point_ f. Routes_ g. Emergency Signals_	

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	P 4/4									
5.3.4	COORDINATION WITH	14. Patrols (Continued): h. Fire Support Planned	I. FCL/NFL	j. Call Signs	k. Frequencies	I. Challenge m. Password	15.	16.	17.	
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COLOR TO SECURIO TO SECURIO DE COCCOCOS DE POSTACO AND POSTACO DE 
	ESTABLISH	P 1/2
	OBSERVATION POST	
<u> </u>	ACTION	
-	Establish OP Along Probable Avenues Of Approach	
2	Select OP To Provide	
2A	Maximum Observation	
28	Cover And Concealment	
2C	Concealed Routes To And From OP	
3	Best Location Is On Or Near Military Crest Of Hill	
4	OPs And LPs Should Be Within Range Of Small-Arms And Other Supporting Fire	
		<u> </u>

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	P 2/2	>					эу	
5.4.2	ESTABLISH OBSERVATION POST	ACTION	Carefully Camouflage And Position Wire And Radio Antennas	Movement Must Not Revea Location To Enemy	Operate OP In Reliefs Of 2 Men Each Unless Movement Will Reveal Location	Switch Relief Duties Every 30 Minutes	Limited Visibility May Preclude Movement Of Day OP To Another Position	
 	90	ITEM	က	9	2	8	6	
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PREPARE SQUAD DEFENSIVE POSITION	ACTION	Set Priority For Work	Assign Work To All Soldiers	Maintain Security	ОР	Patrols	STANO Devices	Work As Fast As You Can	Use Natural Cover And Concealment	Construct Fighting Positions	Inspect And Correct Faults	5.5.1
	STEP	-	2	8	3A	38	3C	4	2	9	7	
												2

5 Order Soldier To Correct Faults SUPERVISE BUILDING Assign Position, Location, And Sector Of Fire Check Observation And Fields Of Fire From Firing Position Check Camouflage At Position A FIGHTING POSITION Check Camouflage From 50 Meters Forward Of Position Check Sector Of Fire Stakes Check Grenade Sumps Check Overhead Cover Check Depth Of Hole ACTION 5.6.1 STEP N က 4 2 9 7 œ g 5

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RANGE CARD PREPARATION	NOTE: Make 1Card & 1Copy For Each Primary, Alternate, Supplementary, & Any Static Position If Contact Expected	STEP ACTION	1 Draw Symbol For Weapon/ Position In Lower Center	2 Place Azimuth (Degrees) And Distance (Meters) From A Terrain Feature To Postion (Or 8-Digit Grid)	3 Draw Sector(s) Of Fire Left And Right Limit Arrows	4 Label Left #1 And Right #2	5 Place Range(s) To Far Limits Of Sector(s)	5.7.1
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	P 2/3							
5.7.2	RANGE CARD PREPARATION	ACTION	Place TRP Where Ordered And Engagement Areas Where Targets May Appear	Number Each TRP And EA	Place Deflection And Range From Weapon/Position To Each TRP And EA	Draw Maximum Engagement Line(s) Across Sector(s) Of Fire For Each Weapon And Different Type Of Ammo	Show Dead Space Area(s)	Write "Dead Space" On Each
		STEP	9	7	8	<b>o</b>	10	11
5	-			<u> </u>				

BESSAS TRADESPORTE PROPERTIES TO CONTRACT TRADESPORTE PROPERTY TO CONTRACT TRADESPORTE TRADESPORTE TRADESPORTE

RANGE CARD PREPARATION  STEP ACTION  12 Sketch In Terrain Features That Are Easy To See  13 Tie In With Weapon/Position On The Right To Orient Card To Terrain To Orient Card To Terrain In Data Section In Data Section Prepared In Data Section  17 Place Type Of Firing Postion In Data Section  18 Place Type Of Firing Prepared In Data Section S.7.3	 	 			<del></del>	Ŋ
		 Ī		ā	مَ	5.7.3

S NOTE: Make 1Sketch+Copy For Each Any Static Position If Contact Expected Primary, Alternate, Supplementary, & In Sector(s) And Range To Each **Draw Main Terrain Features** Secondary Sectors Of Fire Draw Your Unit Sector(s) Or **Draw Sub Unit Primary And** With Primary Sectors Of **Draw Sub Unit Positions Draw Weapon Positions SECTOR SKETCH** Engagement Area(s) **PREPARATION** ACTION 5.8.1 Fire For Each TEM 2 5 3 4 5

TOTAL STATES OF THE STATES OF

SECTOR SKETCH PREPARATION  6 Draw Maximum Engagement Ranges For Each Weapon/ Different Type Of Ammo  7 Draw Machine Gun/Cannon Final Protective Lines Or Principal Direction Of Fire  8 Draw OP/LP  9 Draw Leader Pusitions  10 Draw TRP And EA In Sector  11 Draw Mines/Obstacles  12 Draw Indirect Fire Target Locations  5.8.2
11 11 12 12 12 12 12 12 12 12 12 12 12 1

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	P 3/3							
5.8.3	SECTOR SKETCH PREPARATION	ACTION	Draw Indirect Fire Final Protective Fire Locations	Draw And Label Dead Space	Draw Patrol Routes	Draw Location Of Your CP/OP	Draw Locations, Sector(s) Of Fire/EA Of Other Weapons Attached Or Operating In Your Sector	Place Your Unit ID, DTG Prepared, And Magnetic North Arrow On Sketch
		ITEM	13	14	15	16	11	18
10								

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OCCUPATION OF A BATTLE POSITION (BP)	STEP ACTION	Move To Turret-Down Psn On BP	2 Keep Rest Of Plt In Hide Psn(s)	3 Recon The Psn	4 Designate Gen Loc Of Primary Psn(s) For Plt	5 Move Rest Of Plt To Their Primary Psn(s)	6 Designate Primary Sectors Of Fire EATRP	Designate Gen Loc Of Supplementary Psn(s)	Designate Supplementary Sectors Of Fire EA/TRP	5.9.1
<u> </u>	ST		.,		<u>'</u>	u ,	Ψ	7	8	
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	P 2/2	3										
5.9.2	OCCUPATION OF A BATTLE POSITION (BP)	ACTION	Coordinate With Flank/Adjacent Units	Observation/Fields Of Fire	Routes Of Withdrawal	0P/LP	Patrols	Flank Psn(s)	Pit Hot Loop	Report Situation To Co/Tm Cdr	Check Plt Improving Psn(s)	Plan Routes To Next BP
	D BA	STEP	6	9A	98	36	<b>G</b> 6	9E	9F	10	11	12
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5.11.1	FIRE DISTRIBUTION AND CONTROL	PRINCIPLE	Avoid Target Overkill	Use Each Weapon In Its Best Role	Concentrate On Long-Range Targets	Engage Only Targets That Offer A High Probability Of Hit	Take The Best Shots Possible	Expose Only Weapons/Vehicles That Must Fire	Destroy The Most Dangerous Targets First	Maintain Combat Loads As Long As Possible-Plan Resupply
		ITEM	-	2	3	4	5	9	2	8
5								_		

P 1/3	>				ттог
DEFENDING DURING LIMITED VISIBILITY	ACTION	Employ Long Range STANO Equipment (GSR, Sensors, NOD)	Ccordinate ANY Movement Outside Battle Position Boundaries With Higher And Adjacent Units	Redeploy Some Units And Weapons To Concentrate Along Limited Visibility Avenues Of Approach	Employ More Scouts, OP, Patrols, Ambushes, And Armor Killer Teams Forward On Secondary Avenues Of Approach AND Between Positions
	TEM	-	8	က	4

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	P 2/3	>					
5.12.2	DEFENDING DURING LIMITED VISIBILITY	ACTION	Employ Nuisance Obstacles And Early Warning Devices Along Likely Night Approaches	Plan Required Movement Of Weapons, Units AND Massing Of Fires On Enemy Approaches	Rehearse Lovement Of Weapons, Units And Massing Of Fires On Enemy Approaches	Reposition Weapons, As Needed, To Take Advantage Of The Differences Between Enemy And Friendly STANO Devices	Plan Illumination On Or Behind Engagement Areas To Silhouette Enemy
		ITEM	2	9	2	8	6
10					<del>-</del>		

AND THE PERSON OF THE PROPERTY 
E	DEFENDING DURING	D 3/3
 	LIMITED VISIBILITY	O.O.
ITEM	ACTION	
10	Move TRPs And Or Engagement Areas Closer To Defensive Positions OR Move Weapons Closer To Them. Use METT-T	
=	Commence Adjustments To Defensive Organization Before Dark	
12	Complete Return To Daylight Positions Before Dawn	
13	Llove Closer To Avenue(s) Of Approach You Guard During Bad Weather	
7	Sensors And Radar May Still Penetrate Bad Weather	
15	Other:	

S Maintain Camouflage Discipline Don't Skyline During Movement Prepare Individual Equipment Observe From Prone Position **Expose Nothing That Shines Avoid Unneeded Movement** Face and Hands - Disrupt Consider Position Carefully Consider Enemy Viewpoint Use Natural Concealment Shine - Darken/Conceal CAMOUFLAGE Blend With Background Helmet - Break Form Weapons - Disrupt ACTION 5.13.1 LBE - Darken STEP 7 18 10 10 Ħ 10 4 S 9 æ 6 S

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ANGESTICAL DEPOSITION DESCRIPTION DE NOTATION DE SERVICION DE

VE	VEHICLE CAMOUFLAGE	1
STEP	ACTION	>
_	Break Up The Silhouette	
2	Use Camouflage Nets To Hide Vehicles In Positions	
e.	Reduce Glare Of Mirrors, Headlights, Vision Blocks, Windshields, And Optics	
*7	Reduce Vehicle Signatures	
5	Reduce Noise	
5A	Do NOT Slam Hatches Or Doors	
5B	Only Start And Move Vehicles As Part Of A Plan Or Operation	
5C	Start All Vehicles At The Same Time	

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	P 1/4	3									
5.15.1	PHYSICAL SECURITY	ACTION	Conduct Patrols	Conduct Stand-To (General)	All Troops Awake, Dressed, And Ready For Combat	Vehicle(s) Topped Off	Basic Load Of Ammo/Missiles	Weapons Cleaned, Serviced, Assembled, And Ready	Radios On And Briefly Tested	Vehicle(s) Loaded As Full As Possible	Vehicle(s) Ready For Short- Notice Moves
		ITEM	-	2	2A	2B	2C	2D	2E	2F	2G
2											_

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P 2/4												
	SECURITY	ACTION	Conduct Stand-To (Evening)	Place All Vision Block Covers In Position	Place Driver's Night Vision Viewer Into Operation	Test All Panel Control Lights	Prepare Night Vision Goggles For Operation	Turn Off All Internal Lights	Fully Upload All Weapons And Ammo Boxes	Test Turret Drive/Stabilization	Test Thermal Sights	5.15.2
		ITEM	က	3A	38	3C	3D	3E	3F	3G	3Н	
												2

TC)										
	P 3/4	3								
5.15.3	PHYSICAL SECURITY	ACTION	Charge Vehicle(s) Battery	Load Main Gun With Vehicle Running	When Dark, Dismount One To Inspect Each Vehicle To Insure No Visible Light Shows	Silent Mounted Watch	Assign Personnel Areas To Use Vehicle Sights For Surveillance	Raise Launcher/Ramp Before Turning Engine Off	Use Manual Power To Traverse/ Elevate/Depress Turret Wpns	Use Radio Listening Silence
		ITEM	18	31	3K	4	4 A	4B	4C	4D
5										

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PHYSICAL PROPERTY PROPERTY	ACTION Set Up Rotation Schedule For Troops Using Thermal Sight(s)	Lay Main Gun On Primary En Avenue Of Approach Or Engagement Area	Dismounted Local Security	Assign Sectors To Elements	Have Elements Observe Sectors	Adjust Positions Closer To Vehicle(s) At Night	Other	Other	Other	i i
	ITEM 4E	<b>1</b>	5	5A	5B	5C	9	7	8	

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5.15.5	NOTES												
5				·						***		 	

FUNDAMENTALS OF DELAY OF DELAY  1 Centralized Control And Decentralized Action 1A Maintain Enemy Contact 1B Coordinate Flank Security 2 Make Maximum Use Of Terrain 2A Observation/Fields Of Fire 2B Cover And Concealment 2C Obstacles 2D Key Terrain 2D Key Terrain 3 Force En To Deploy/Maneuver 3 Force En To Deploy/Maneuver 6.1.1
1 1 1A 1B 2B 2C 2D 2D 2D 3

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	P 2/3	>			S								
6.1.2	FUNDAMENTALS OF DELAY	ACTION	Slow Enemy's Progress	Trade Space For Time	Make Maximum Use Of Obstacles	Natural And Reinforcing	Cover By Observation/Fire	Maintain Enemy Contact	Keep Enemy In Sight	Observe And Adjust Fires	Keep Free To Maneuver	Avoid Decisive Engagement	
		ITEM	3A	3B	4	4 A	4B	2	5A	5B	2C	9	
9													

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OF DELAY	ACTION	Make Enemy Deploy, Develop Situation, And Maneuver To Attack Each Position	Displace To Next Position Before Decisive Engagement	Forms Of Delay Missions	Delay In Sector	Delay Forward Of A Line Or Position For A Specified Time	Assign Definite Sectors	To Each Commited Unit	For Each Avenue Of Approach	Each Unit Sets Up Own Security	6.1.3
	ITEM	6 <b>A</b>	68	2	7.A	78	8	8A	88	6	
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P 1/3	>								ی
PLANNING A SCREENING MISSION	ACTION	CO Specifies	Unit To Perform Mission	General Trace Of Initial Screen Within Range Of Main Body's Artillery	Time Screen Must Be In Place	Passage Points And Routes Thru Stationary Units	Units Screened	Phase Line For Rear Boundary Of Screening Unit Between Main Body And Screening Unit	6.3.1
SCF	ITEM	-	1 A	18	10	10	1E	<b>1</b>	

9												
	P 2/3	>										
6.3.2	PLANNING A SCREENING MISSION	ACTION	Responsibility For Area Between Screening/Screened Unit(s)	Width Of Assigned Area	Screened Unit(s) May Have To	Establish OP Near Position(s)	Patrol Near Position(s)	Screening Unit Must Carefully Plan And Coordinate	Rearward Move	Passage Of Lines	Screening Unit CO Specifies	PL Setting Up Initial Screen
	SC	ITEM	1G	1H	2	2A	2.8	က	34	3B	4	4A
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	m <b>h</b>	1				<u> </u>			9
PI ANNING A	SCREENING MISSION P 3/3	Sectors To Subordinate Units With Overlapping Fields Of Fire And Observation	OP Forward Of Initial Screen Line In Range Of Supporting Fires If PL is NOT CFL/FSCL	Msn As Unit Moves To Screen Line	Time Needed For Operation	Specific Location(s) Of OP	Indirect Fire Planning, Routes And Or Sectors For Rearward Displacement	Logistics Plans	6.3.3
	SC	48	4 C	40	4E	4F	2 <del>4</del>	# #	
									9

NOTES  NOTES
9

DISENGAGEMENT P 1/2	1. Scheme Of Maneuver	2. Time Of Disengagement	3. Priority Of Disengagement	4. Location Of New Positions	

DISENGAGEMENT PLANNING 5. Size And Composition Of Advance Parties 6. Size And Composition Of Overwatch Forces 7. Location Of Overwatch Forces 8. Combat Service Support	/				<del></del>	
	7.1.2	ı	1 1 1	7. Location Of Overwatch Forces	1 1 1	

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	DISENGAGEMENT   P.1.2	ACTIONS	ACTION	Deceive The Enemy	Smoke	Patrols	Fires	Radio Transmissions	Use Overwatch Elements To Keep Enemy Pressure Off Disengaging Forces	Maintain OPSEC	Maintain COMSEC	Recon Routes	Prepare Routes	
11 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	DIS		ITELI	1 D		 						<del>                                     </del>		

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	P 2/2	>								
7.2.2	DISENGAGEMENT ACTIONS	ACTION	Recon New Positions	Prepare New Positions	Plan To Move Wounded	Plan For Movement Of Recoverable Combat Equipment	Move Combat Service Support Early	Move During Limited Visibility	Use Obstacles To Slow Or Stop Enemy	
	]	ITEM	7	8	6	10	Ξ	12	13	
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TOTAL STATEMENT TOTAL SECONDER TOTAL STATEMENT 
P 1/2	>				(3)	ove)			7
PASSAGE OF LINES COORDINATION	ACTION	Disposition Of The Stationary Force	Contact Points	Passage Lanes	Attack Position (Forward Move)	Assembly Area (Rearward Move)	Initial Location	Time Of Transfer Of Responsibility For Area	7.3.1
7d	STEP	-	2	3	44	5	9	7	

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	P 2/2	>								
7.3.2	PASSAGE OF LINES COORDINATION	ACTION	Traffic Control	Communications	Supporting Fires	Combat Service Support	Execution	Other	Other	
	/d	STEP	8	6	10	=	12	13	14	
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יייייייייייייייייייייייייייייייייייייי	ENEMY PRESSURE	ACTION	Withdrawal Principles	Co CO Controls Sequence Of Pit Withdrawals	Pit Ldr Controls Sequence Of Sqd Withdrawals	Fire And Movement To Rear Is Basic Tactic	Employ All Available Fires To Stop Enemy	Use Smoke To Confuse Enemy And Conceal Movement	One Unit Forms A Base Of Fire To Cover Movement Of Other Unit(s) Away From Enemy— Then They Change Roles	
•	E	STEP	-	1A	18	10	10	15	<del>1</del>	

7.4.1

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	P 2:4	>								
7.4.2	WITHDRAWAL UNDER PENEMY PRESSURE	ACTION	Methods Of Disengaging	Simultaneous	By Teams	By Thinning The Lines	Based On Enemy Situation, Terrain, Base Of Fire	Base Of Fire	AT Weapons Best Against Enemy Mounted Attack– Move Them Back First	Infantry Best In Close Terrain/ Limited Visibility Against Dismounted Enemy-Llove AT Weapons Tanks Back First
ļ	WIT	STEP	2	2A	28	2C	2D	3	3A	38
<u>\</u>										

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P 3/4		2											
WITHDRAWAL UNDER	ENEMY PRESSURE	ACTION	Plan For AND Specify	Scheme Of Maneuver	Time Of Withdrawal	Location Of New Positions	Size Make Up Of Advance Party	Size Make Up Of Overwatch Forces	Battle Overwatch Positions	Routes	Checkpoints	Remount Point(s)	7.4.3
MI	Ξ	STEP	7	4A	4B	4C	40	4E	4F	4G	4H	41	
										-			/

P 4/4	>											
WITHDHAWAL UNDER ENEMY PRESSURE	ACTION	Evacuation Of Wounded	Evacuation Of Equipment	Priorities	Obstacles	Items To Destroy	Other	Other	Other	Other	Other	Other
WI	STEP	4.3	4K	4٢	4M	4N	40	4P	40	4B	48	4T
	ENEMY PRESSURE	ENEMY PRESSURE	ENEMY PRESSURE STEP ACTION  43 Evacuation Of Wounder	ENEMY PRESSURE STEP ACTION 43 Evacuation Of Wounder 4K Evacuation Of Equipmen	ENEMY PRESSURE STEP ACTION 4J Evacuation Of Wounder 4K Evacuation Of Equipmen 4L Priorities	ENEMY PRESSURE STEP ACTION 4.1 Evacuation Of Equipmen 4.2 Evacuation of Equipmen 4.4 Priorities 4.4 Obstacles	ENEMY PRESSURE STEP ACTION 4J Evacuation Of Wounded 4K Evacuation Of Equipmed 4L Priorities 4M Obstacles 4N Items To Destroy	ENEMY PRESSURE STEP ACTION 4J Evacuation Of Woundec 4K Evacuation Of Equipmen 4L Priorities 4M Obstacles 4N Items To Destroy 4O Other	WILLIDAAWAL ONDE ENEMY PRESSURE STEP ACTION 4J Evacuation Of Wounded 4K Evacuation Of Equipmed 4L Priorities 4M Obstacles 4N Items To Destroy 4O Other	ENEMY PRESSURE STEP ACTION 4J Evacuation Of Wounded 4L Priorities 4M Obstacles 4N Items To Destroy 4O Other 4D Other 4Q Other	ENEMY PRESSURE STEP ACTION 4J Evacuation Of Woundec 4K Evacuation of Equipmed 4L Priorities 4M Obstacles 4N Items To Destroy 4O Other 4Q Other 4R Other	WILLIDAAVAL ONUE ENEMY PRESSURE STEP ACTION 4.1 Evacuation Of Equipme 4.1 Priorities 4.1 Priorities 4.2 Other 4.3 Other 4.5 Other

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P 1/6		3							S	0	
WITHDRAWAL NOT	UNDER PRESSURE	ACTION	Withdrawal Principles	Speed Secrecy Deception	At Night Under Periods Of Reduced Visibility	As Part Of Larger Force To Perform Another Mission	Does Pit Act As Co Scty Force? If YES, Go To STEP 3. If NO, Go To STEP 4.	Cover Entire Co Area	Plan To Reposition Sqds Wpns To Cover Co Withdrawal	Place 1 Sqd in Each Plt Psn To Cover flost Dangerous AA	7.5.1
8	n	STEP		1A	18	10	2	3	3A	38	

P 2/6 Place Key Wpns In Ea Plt Psn To Cover Most Dangerous AA Scty Force During Withdrawal Co Scty Force Cdr Controls Plt Force Made Up Of 1 Sqd, 1 MG Tm, And 2 Dragons Sqd Ldr Left In Psn Is PIt Scty Force Ldr Co XO Or Pit Ldr Will Be Scty Force Cdr Reposition Sqd To Cover Plt Withdrawal And Plt Area UNDER PRESSURE WITHDRAWAL NOT Conceals Withdrawal ACTION 7.5.2 Security Force STEP 30 4C 30 4 A **4B** 5A S 4

	7.5.3	
	If Under Attack, Conducts Fire And Maneuver To Rear Until They Break Contact	5Н
	Reassembles To Move To Rear	5G
	Uses Same Basic Plan As Co To Withdraw	5F
	Gets Withdrawal Order By Land Line Or Radio Codeword	5E
	Withdraws When Co Is At Next Psn Or As Ordered	5D
	Provides Covering Fire If En Attacks During Withdrawal	2C
	Deceives Enemy-Keeps Up Normal Co Operating Patterns	5B
3	ACTION	STEP
	UNDER PRESSURE	D
P 3/6	WITHDRAWAL NOT	3

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	P 4/6	B									
7.5.4	WITHDRAWAL NOT POUNDER PRESSURE	ACTION	Quartering Party	Send To Next Psn Before Withdrawal Starts	Send Plt Sgt And 1 Guide For Ea Sqd As Plt Reps	Recons And Selects Psns/ Sectors/Routes/OP For Pit	Meets Pit And Guides Into Psn	Plt Sgt Meets/Briefs Plt Ldr On Psn/Situation	Company OPORD Contains	Time Withdrawal Will Start	Location Of Plt Assy Area(s)
	Λ	STEP	9	6A	<b>89</b>	29	α9	9E	2	٧2	78
7											

P 5	C.			rea									
WITHDRAWAL NOT UNDER PRESSURE		Location Of Co Assy Area	Plt Misson(s) Upon Arrival	E Route From Plt To Co Assy Area	Size Org Cdr Of Scty Force	S Next Co Mission	H Next Pit Mission	Pit Ldr Plans	When His Withdrawal Starts	B Location Of Sqd Assy Areas	C Location Of Plt Assy Area	What Sqds Do At Assy Area(s)	7.5.5
	STEP	7C	70	7E	<b>3</b> 2	7G	1Н	ဆ	84	8B	8C	8D	

	P 6 6	2								
7.5.6	WITHDRAWAL NOT	ACTION	Routes From Sqd Assy Areas To Plt Assy Area	Size/Org/Cdr Of Scty Force	Next Pit Mission	Next Sqd Mission(s)	Other	Other	Other	Other
	3 5	STEP	8E	8F	8G	8H	6	5	=	12

100	PLACE P 1/2	ACTION	Incoming Leader Recons Area	Incoming And Outgoing Leaders Coordinate	Exchange Liaison Personnel	sitions Of nd Vehicles	Exchange Range Cards And Fire Plans	ief Or Organic Elements	cations Of	onsibility For
	RELIEF IN PLACE	STEP AC	Incoming Lead	Incoming And Coordinate	Exchange Liai	Coordinate Positions Of Weapons And Vehicles		Exchange Relief Or Organic Fire Support Elements	Coordinate Locations Of Obstacles	F

7.6.1

7										
	P 2/2	>								
7.6.2	RELIEF IN PLACE P	P ACTION	Coordinate Routes Into And Out Of Positions	Coordinate Guides For Each Vehicle	Transfer Excess Ammo, Wire Lines, POL, And Other Material To Incoming Unit	Coordinate Communications For One Net During Relief	Coordinate Enemy Situation And Intelligence	Coordinate Sequence Of Relief	Coordinate Time Of Change Of Responsibility For The Area	Other
		STEP	6	10	11	12	13	14	15	16
7										

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Issue Warning Order	Issue M	9	
Select Men/Wpns/Equip	Select	S.	
Organize Patrol	Organi	4	
Study Terrain And Situation	Study	င	-
Backward Plan Use Of Time	Backwa	7	
Study Mission	Study N	<del>-</del>	
ACTION		STEP	
PATROL PLANNING P 1/2 STEPS	ATROI S	<u>Ф</u>	

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	P 2/2	>							
8.1.2	PATROL PLANNING F	ACTION	Coordinate	Make Recon	Complete Detailed Plans	Issue Order	Supervise/Inspect/Rehearse	Execute Mission	
	<u>а</u>	STEP	7	ω	တ	10	=	12	
8									

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PATROL WARNING ORDER		Statement Of Situation	Mission Of The Patrol	General Instructions	Gen And Spec Situation	Common Uniform/Equip	Wpns/Ammo/Equip	8.2.1
	PARA	-	2	3	3A	38	30	
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WARNING ORDER    TEM   TEM   3D	PATROL PATROL SA ITEM Chain Of Command Time Schedule Time/Place/Uniform And Equip For Order Equip For Order Imes And Places For Inspections/Rehearsals
Patr tions c Sir	ation

P 3/3		
PATROL WARNING ORDER	Specific Instructions To Subordinate Leaders To Special Purpose Teams Or Key Men	
V	4 4 4 A 4 B	

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	P 1/6								its On	
8.3.1	PATROL ORDER	1. SITUATION a. Enemy Forces (1) Identification	2011000 1 (0)	(4) LOCATION	(3) Activity	(4) Weather	(5) Terrain	<ul><li>b. Friendly Forces</li><li>(1) Mission Of Next Higher Unit</li></ul>	(2) Location/Planned Actions Units On Right And Left	
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P 2/6	atrols_					
PATROL ORDER	(3) Mission And Routes Of Other Patrols	(4) Fire Support Available	Attachment And Detachments	MISSION	3. EXECUTION a. Concept Of Operation (1) Scheme Of Maneuver	

Φ							
8.3.3	PATROL ORDER P36 (2) Fire Support Plan	b. Subunit Tasks (Element/Teams Llen)	Coordinating Instructions (1) Time Of Departure And Return	(2) Techniques And Order Of Movement	(3) Route (Primary Alternate)		
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BATROL ORDER  (4) Departure And Reentry Of Lines  (5) Rally Points And Actions At Them  (6) Action At Danger Areas  (7) Action On Enemy Contact  (8) Action At The Objective  (9) Fire Support	8.3.5	PATROL ORDER   P 5/6	се кефигетелия	sks		'ORT Water	nmunition	Equipment	d. HandlingWounded/PW/Captured Equip	
P 4/6	8	PATRO	(10) Intelligence	(11) Other Tasks		4. SERVICE SUPPORT a. Rations And Water	b. Arms And Ammunition	c. Uniform And Equipment	d. HandlingWou	
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			<del></del> .		<del></del>		•		·	

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	P 5/6							Equip	
8.3.5	PATROL ORDER	(10) Intelligence Requirements	(11) Other Tasks		4. SERVICE SUPPORT	b. Arms And Ammunition	c Uniform And Equipment	d. HandlingWounded/PW/Captured Equip	
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9/9 d &		er During	ignals/Codes/	s/Freqs To	ord
PATROL ORDER e. Transportation	5. COMMAND AND SIGNAL a. Command (1) Chain Of Command	(2) Location Of Patrol Leader During Move At Objective	b. Signal (1) Arm-And-Hand/Other Signals/Codes/ Callsigns Freqs To Use W/In Patrol	(2) Reports/Codes/Callsigns/Freqs To Use W/Higher HQ	(3) Challenge And Password

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	P 1/2	>							
8.4.1	PATROL REPORT	ITEM	Patrol Size And Composition	Task	Time Of Departure	Time Of Return	Routes Out And Back	Terrain Description	
		LINE	4	m	ပ	٥	ш	ட	
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P 2/2	>							<b>∞</b>
PATROL REPORT	ITEM	Enemy	Map Corrections	Miscellaneous Information	Results Of En Encounters	Condition Of Patrol	Conclude Recommend	8.4.2
	LINE	5	I	٦	ㅗ	ر ا	Σ	
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	P 1/3	2							
8.5.1	SELECTION OF A PATROL BASE	ACTION	Pick Site Of Patrol Base From Map Or Aerial Recon During Planning	Base Is Tentative	Plan For Alternate Base Site	Use If Initial Site Is Unsuitable	Recon Alternate Site And Keep Under Observation Until You Occupy Or No Longer Reed It	Select Base So Patrol Can Accomplish Mission And Consider	Terrain Of Little Tactical Value To Enemy
	_	<b>d</b> ∃1S	-	2	3	3A	38	4	4A

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P 2/3												
SELECTION OF	APAIH	ACTION	Difficult Terrain Which Makes Foot Movement Hard	Area Of Thick Vegetation	Area Near Source Of Water	Plan For	OPs	Commo With OPs	Defense Of Base	Withdrawal From Base (Routes Rally Rendezvous Point Alternate Base)	Security System To Ensure All Needed Troops Are Awake	8.5.2
	T.	SIEP	44 8	4C	4D	5	5A	5B	2C	5D	5E	
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ACTION	Enforcement Of Camouflage, Noise, And Light Discipline	Conducting Needed Activities With Minimum Movement Noise	Avoid The Following	Known/Suspected En Psns	Built-Up Areas	Ridges And Hilltops, Except If Needed To Keep Commo	Roads/Trails/Wet Areas Slope	Small Valleys
STEP	5F	5G	9	6A	68	29	<b>Q</b> 9	9E
	STEP ACTION	<b> </b>		A	Á	Á	Á	Á

ERROR TRESSESSOR, PROCESSOR PROCESSOR RESSESSOR RECOGNISTING PROCESSOR TO ASSESSOR TO ASSESSOR TRESSESSOR TO A

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OCCUPATION OF A PATROL BASE	ACTION	Approach	Halt Patrol 200-400M From Tentative Patrol Base Site	Post Security	Element Leaders, RATELO, And Security Team Join Patrol Leader And Move Forward To Recon Patrol Site	Recon	Patrol Leader Designates Entry Point As 6 O'Clock	Patrol Leader Moves To And Designates Center Of Base As Patrol CP	8.6.1
	STEP	-	1 A	18	5	2	2A	2B	
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	P 2/4	>						
8.6.2	OCCUPATION OF A PATROL BASE	ACTION	Element Leaders Recon Their Assigned Sectors And Then Return To CP	Patrol Leader Sends 2 Men Back To Bring Remainder Of Patrol Forward	Occupation	Patrol Enters Base In Single File	Camouflage Signs Of Patrol's Entry Into Area	Leader Checks Perimeter By Meeting Each Element Leader At Left Flank Of Each Sector
	)	STEP	2C	2D	3	3 <b>A</b>	3B	4
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4/						_			$\neg^{\infty}$
OCCUPATION OF P 3/4	ACTION	Both Move Clockwise To End Of Sector	Check Each Sector Until Entire Perimeter Checked	All Element Leaders Send Out R&S Team To Recon Forward Of Element's Sector	Team Moves Out From Left Flank And Moves Clockwise To Right Limit Of Sector	Team Reenters At Right Flank	Each R&S Team Reports	Signs Of Enemy Activity	8.6.3
	STEP	4	48	S	5A	58	9	6 <b>A</b>	
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	P 4/4	>										
8.6.4	OCCUPATION OF A PATROL BASE	ACTION	Suitable OP Locations	Possible Rally Points	Withdrawal Routes	Patrol Leader Designates	Withdrawal Routes	Rally Point Outside Base	Each Element	Puts Out OP	Establishes Commo With Patrol OP	
	)	STEP	<b>8</b> 9	29	Œ9	7	4 <i>7</i>	78	8	8A	8B	
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OPERATION OF P 1/4	A PATROL BASE	Security	Only One Point Of Entry Exit	Camouflage And Guard Entry Exit Point	Permit Only Needed Movement Inside And Outside Base	Keep Fires Small Smokeless And Build In Pit	Only Permit Hoisy Work When Other Hoise Will Cover It	Stand-To	Hold Both Morning Evening	Vary Times To Prevent Pattern	8.7.1
	STED	-	1A	18	10	10	五	2	2A	28	
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	P 2/4	>								
8.7.2	OPERATION OF A PATROL BASE	ACTION	Must Last Long Enough To Accomplish Purpose	Plan Defensive Measures	Defend Base When You Cannot Evacuate	Do Not Build Complete Fighting Positions	Stress Camouflage And Concealment	Make Fire Plan	Put Early Warning Devices On Avenues Of Approach	Put Mines Tripflares In Places That Fire Cannot Cover
		STEP	2C	က	3A	38	3C	4	4A	48
ကြ										

			P 3/4	
		A PATROL BASE		
	STEP	ACTION	>	
	ري 	Make Withdrawal Plan To Rally At Rally Point Rendezvous		
		Point Alternate Patrol Base		
	9	Commo		
	6A	Establish With Higher HQ/OPs/ Within Patrol		
	<b>8</b> 9	Control Radios To Not Alert En		
	<b>9</b>	Use Wire Within Base		
	<b>Q</b> 9	Use Tug Pull Wires To Signal		
	7	Liaintain Weapons Equipment		
	8	Sanitation Personal Hygiene		
	8 <b>A</b>	Catholes Outside Perimeter In Day, Inside At Night		
$\infty$		8.7.3		ω

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	P 4/4									
8.7.4	OPERATION OF A PATROL BASE	ACTION	Wash, Shave, And Brush Teeth On Regular Basis	Conceal Trash Or Carry With Patrol	Establish Eating/Sleeping Shifts And Maintain Security	Water	Guard Water Datails	No More Than 2 Trips Per 24-Hour Period	Continue To Plan And Prepare For Mission	When Departing, Remove And Conceal All Signs Of Patrol
		STEP	8B	38	6	10	10A	10B	Ξ	12
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PRINCIPLES OF P 1/2	PRINCIPLE	Conduct Raid With Combat Patrol	Mission Is To Attack A Position Or Installation	Destroy Position Or Installation	Destroy Or Capture Troops Or Equipment	Liberate Personnel	Attack	When Enemy Least Expects An Attack	8.8.1
	ITEM	1	2	2A	28	2C	8	3A	
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	P 2/2	1							
8.8.2	PRINCIPLES OF A RAID	PRINCIPLE	When Visibility Is Poor	From An Unexpected Direction, Such As Approaching From The Rear Or Through Impassable Terrain	Concentrate Fire At Critical Points To Suppress Enemy	Achieve Violence By	Gaining Surprise	Using Massed Fire	Attacking Aggressively
		ITEM	28	2C	3	4	4A	4B	4C
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8.9.2	CONDUCT A P 2/4	ACTION Block Avenues Of Approach	Into Objective Area	Prevent Enemy Escape From Objective Area	Inform Patrol Leader Of All	Enemy Action	Shoot Only if You Are Detected Or On Patrol Leader's Order	During An Assault, Prevent Enemy From Entering Into, Or Escaping From, Objective	Area	At End Of Assault, Cover Withdrawal Of Assault And Support Elements To ORP			
8		STEP 2C		2D	2E		2F	2G		5H			
	i	4/	8									ထ	
		JCT A P 1/4	TION	loves To ORP For Recon	Secure ORP	Conduct Recon With Leaders	Confirm Plans	Coordinate Movements Of Elements So All Reach Their Positions At Same Time	Security Element	Move To Positions To Secure ORP	Give Warning Of Enemy Approach	8.9.1	
		CONDUCT		Patrol M Patrol	Sec	ပ	"			,	ł		1
		CONDI	STEP	1 Patrol N Patrol	1A Sec	1B C	1C (	10	2	2A	28		

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	P 2/4	>						
8.9.2	CONDUCT A RAID	ACTION	Block Avenues Of Approach Into Objective Area	Prevent Enemy Escape From Objective Area	Inform Patrol Leader Of All Enemy Action	Shoot Only If You Are Detected Or On Patrol Leader's Order	During An Assault, Prevent Enemy From Entering Into, Or Escaping From, Objective Area	At End Of Assault, Cover Withdrawal Of Assault And Support Elements To ORP
		STEP	2C	2D	2E	2F	2G	2H
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P 3/4	3								
CONDUCT A RAID	ACTION	Support Element	Move Into Position Prior To Assault Element Moving Into Position	Cover Withdrawal Of Assault Element From Immediate Area Of Objective	Withdraw On Oral Order/Signal	Assault Element	Deploy Close To Objective To Permit Immediate Assault If Enemy Detects You	Assault, Seize, And Secure Objective When Supporting Fire Lifts Or Shifts	8.9.3
	STEP	က	3A	38	30	4	4 A	4B	
		•							$\dot{\omega}$

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	P 4/4	3									
8.9.4	CONDUCT A RAID	ACTION	Protect Demolition/Search Teams While They Work	Withdraw To ORP On Oral Order/Signal	Reorganize Patrol At ORP	Move About 1000M Or 1 Terrain Feature Away From ORP	Disseminate Information	Redistribute Ammunition	Treat Casualties	Give Status Reports	
		STEP	4C	4D	2	5A	8S	25	2D	5E	
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AMBUSH PRINCIPLES	PRINCIPLE	Ambushes	Place Effective Fires On Site From All Positions	Well-Trained Teams	Simple, Effective Plan	Soldiers Aware Of Their Duties	Recon Area Beforehand	Do Not Let Enemy Find Out What You Plan To Do	Security In All Phases Of Operation, ESPECIALLY WHEN RETURNING To Friendly Lines Or Base Camp	8.10.1
<u>a</u>		Amk	문	Me	Şi	os	R	0 8	S O > II	
	ITEM	1	1A	1B	10	10	1E	11	16	
			<u>-</u>							$\infty$

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	P2/4	>									
8.10.2	AMBUSH PRINCIPLES	PRINCIPLE	Placement Of Men And Siting Of Weapons	First Priority To Concealment And Fields Of Fire	Simple And Clear Signal To Open/Shift/Cease Firing	Area Ambush	Cover All Approaches And Lay Out In Width Or Depth	Self-Contained Teams	One Team Springs Ambush	Linear Ambush	One Avenue Of Approach
		ITEM	1H	=	7	2	2A	28	2C	3	3A
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AMBUSH P3/4	PRINCIPLES	Place Elements Along Road/ Trail To Give Width And All- Bound Defense	Use All Concealment	Linear Ambush Organization	Security Element/Teams On Flank	Assault Element With Support And Search Teams	Mines/Footspikes On Far Side Of Kill Zone	Vehicular Ambush	Stop Lead And Trail Vehicles In Kill Zone	8.10.3
	TENA	38	30	4	4 <b>A</b>	4B	40	5	5A	
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8.10.4	AMBUSH	S	E		Organize Like Linear Ambush	Night Ambush	Similar To Day Ambushes	Use Claymore, Grenades, And	Automatic Weapons	Control Of Soldiers Is Vital	Issue Clear Orders/Signals	Fix Sectors Of Fire With Stakes	Mount of the Decision After FERNIT
			ITEM	5B	50	9	6A	68		29	О9	99	n G
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				PRINCIPLES	PRINCIPLE	Place Elements Along Road/ Trail To Give Width And All- Round Defense	Ilse All Concesiment		Linear Ambush Organization	Security Element/Teams On Flank	Account Flormont With Support	And Search Teams	Mines/Footspikes On Far Side

Φ	P 2/5	_	V										<del>                                     </del>
8.11.2	AN	AMBUSH	ACTION	Position All Weapons, Mines, And Demolitions	Isolate Kill Zone To Prevent	Isolate Nill Zone 10 Prevent Escape/Reinforcement	Deliver Large Volume Of Highly Concentrated Fire	Into Kill Zone	Inflict Maximum Damage So	You Can Quickly Assault And Destroy Target	Control Movement To/	Occupation Of/Withdrawal From Ambush Site	Control Measures Provide
			STEP	3A	ä	20	3C		3D		4		5
∞			S										
<u>&amp;</u>													
8			ORGANIZE AN Paris   ST		Types Of Ambush	Point Ambush (Single Kill Zone)	Area Ambush (Multiple Related	Point Ambushes)	Surprise	Allows Patrol To Seize Control Of The Situation		Stops Target From Effectively Reacting	Comes From Good Planning/

P 3/5	3								
ORGANIZE AN AMBUSH	ACTION	Early Warning Of Target Approach	Holding Fire Until Target Moves Into Kill Zone	Opening Fire At Proper Time	Initiation Of Proper Action If Enemy Detects Ambush	Lifting/Shifting Of Supporting Fire	Timely And Orderly Withdrawal Of Patrol To ORP	A Signal To Open Fire	Change Signals To Prevent Pattern
	STEP	5A	5B	5C	5D	5E	5F	5G	9

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 $\infty$ P 4/5 To Shift Fire When You Assault Target (Voice/Whistles/Flares) To Withdraw (Voice/Whistles/ Flares) For Security Team To Signal Target's Approach Using Arm And Hand/Radio/ Fic'd Phone To Start Ambush (Casualty-Withhold Fire Until Signal **ORGANIZE AN** ACTION **Deliver Immediately** 8.11.4 **AMBUSH** Fire Discipline Producing) STEP **6**A 78 **6B 7**A **9 G9** ပ္တ 7  $\infty$ 

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P 5/5	N.					0.40					
ORGANIZE AN AMBUSH	ACTION	Well Timed And Well Aimed	Precise Lifting And Shifting	Withdrawal To ORP	Recon Withdrawal Routes	On Signal, Patrol Withdraws To ORP, Reorganizes, And Starts Return March	Halt 1000M From Objective And Disseminate Information	Bound If Ambush Fails	Conceal Withdrawal	Use Mines Along Withdrawal Routes To Stop Pursuit	8.11.5
	STEP	2C	d7	8	8A	88	38	80	8E	8F	
							_				$\infty$

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8.12.1	CONDUCT AN P1/4 AMBUSH	ACTION	Formation For Ambush Based On	METT-T	Ease Of Control	Target You Are Attacking	Overall Combat Situation	Patrol Halts At ORP	Establish Security	Confirm Patrol's Location	Conduct Recon Of Objective Area To Confirm Plan	Leaders Return To ORP
	ပိ		Forn	M	Ea	Ta	ð	Patr	Es	ပိ	S €	Le
		STEP	1	1A	18	10	10	2	2A	28	2C	2D
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5	Moves To Positions To Secure	ORP	Moves To Flank Ambush Site	Support\Assault Elements Leaves ORP When Security Team Is In Position	Occupy Ambush Positions	Is There A Suitable Position For Support Element To Watch Assault Element's Move? If YES, Go To STEP 4D. If NO, Go To STEP 4C.	Both Elements Leave ORP At Same Time	8.12.2
	3A	5	38	4	44	84	4C	
								$\infty$

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	Р 3/4	3								
8.12.3	CONDUCT AN PAMBUSH	ACTION	Support Element Overwatches Assault Element's Move To Ambush Site	Patrol Waits For Target When All Elements Are In Position	Security Team Alerts Patrol When Target Approaches	Security Team Leader Reports	Direction Of Movement	Target Size	Special Weapons Equipment	Patrol Leader Alerts Other Elements
	_	STEP	4D	2	9	7	<b>A7</b>	82	2/2	8
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P 4/4	>							
CONDUCT AN PAMBUSH	ACTION	Patrol Leader Gives Signal To Start Ambush When Majority Of Target Is In Kill Zone	Is Assault Element Required To Assault Kill Zone? If YES, Go To STEP 11. If NO, Go To STEP 12.	Give Signal To Lift Or Shift Fire	Signal Withdrawal To ORP Upon Mission Completion	Account For Equipment/ Personnel	Move To Suitable Location And Disseminate Information	Patrol Returns To Friendly Lines
,	STEP	6	5	11	12	12A	12B	12C

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8.12.4

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	P 1/2	>										
8.13.1	PLAN A RECON MISSION	ACTION	Make Estimate Of The Situation	Current Intelligence	Capabilities Of Unit	Tailor Unit To Support Mission	Plan	Intelligence	Deceptive Measures	Use Of Smallest Unit Possible To Accomplish Mission	Remain Undetected	Use Of STANO Devices
		STEP	1	1A	18	10	2	2A	28	2C	2D	2E
$\infty$												

P 2/2	>								
PLAN A RECON MISSION	ACTION Rehearse Plan	Minimize Audio And Electronic Commo	Inspect Recon Force And Equipment	Subordinate Missions	Command And Control	Recon Of Objective	Security Of Force		
_	STEP 2F	2G	2Н	3	3A	3B	30	Notes:	

$\infty$			
	P 1/4		
8.14.1	LEADING A RECON PATROL	Can You Clearly Define And Locate Your Recon Objective? If YES, Go To STEP 2. If NO, Go To STEP 3. Security Elements Perform Their Function From 1 Location With Mission Including Recon Element Security Element Security Element Function Element For Small Recon Patrol, Patrol	Element Or Part Of R&S Teams
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Experimental and the control of the

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	LEADING A RECON PATROL	PRINCIPLE	Determine Number And Strength Of Recon/Security/R&S Teams According To Mission	Techniques Of Recon Patrol	Observe/Collect/Record Information About Enemy	Well-Rehearsed Plan	Use Battlefield Noises To Cover Movement	oculars	Establish Control Measures, Alternate Withdrawal Routes, Coordinated Fire Support	Move By Bounds	8.14.2
	LEAU							) Use Binoculars	ш		
1		ITEM	ις	9	6A	6B	9	<b>G9</b>	99	99	$\infty$

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	P 3/4	>								
8.14.3	LEADING A RECON PATROL	<del></del>	Recon Using R&S Teams	Use When Unable To Have Separate Security And Recon Teams	Allows Patrol To Perform Recon Mission And Provide Security	Employing R&S Teams	Any Size Recon Patrol	Use For Leaders' Recon	Organizing R&S Teams	Use 1 Team With Remainder Of Unit At ORP To Act As Reaction Force
		ITEM	/	7A	78	8	8A	88	6	9A
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	7 4 4	>									
LEADING A	RECON PATROL	PRINCIPLE	Multiple Teams With Each To Recon Portion Of ORP	2 Teams Link Up At Point On Far Side Of Objective	1 Team With Security Team Acting As Reaction Force	Security	Use 1 Or 2 Soldiers To Bound	Remainder Of Team Provides Security	Vary Formation According To Terrain	Each Member Is Responsible For His Specific Sector	8.14.4
		ITEM	9B	<b>36</b>	Ω6	10	10A	10B	10C	10D	
											$\infty$

 $\infty$ Use Surveillance/Vantage Points Around Objective To Observe It Will Terrain Allow A Patrol To Patrol And Element Leaders CONDUCT AN AREA Patrol Leader Halts In ORP Confirm Patrol's Location Secure Objective Area? If YES, Go To STEP 5. If NO, Go To STEP 7. RECON MISSION And Surrounding Area ACTION 8.15.1 **Establish Security** Recon Objective Return To ORP Confirm Plan STEP 2A 2B 34 38 2 4 က  $\infty$ 

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P 2/3		>	d}	ОВР			nce/ ea		Lines	<b>\omega</b>
CONDUCT AN AREA	RECON MISSION	STEP ACTION	5 Security Element Departs ORP	5A Position Security Teams At ORP	B Position Security Teams On Likely Enemy Avenues Of Approach Into Objective	en Element Departs ORP	** - To Several Surveillance/	. To ORP		

 $\infty$ P 3/3 Move To Different Surveillance/ Vantage Points To Recon Objective Patrol Leader Leaves Security Team In ORP R&S Teams Return To ORP Use R&S Teams To Recon Patrol Returns To Friendly Lines CONDUCT AN AREA Disseminate Information **RECON MISSION** ACTION 8.15.3 Recon Objective Objective STEP 7 2C 2 **7F**  $\infty$ 

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	P 4/5									
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4	30U		ning	Troop	Com	nd He ion		itrol A	When ion	ent
8.16.4	CONDUCT A ROUTE RECON MISSION	ACTION	Route Recon Planning Details	Enemy/Friendly Troops And AO Information	Plans Of Higher Commands	When, Where, And How To Report Information	Time	Appropriate Control Measures	Action To Take When You Complete Mission	Special Equipment Requirements
w	2 2		3ecor	nemy/Friendly AO Information	Of H	ı, Whe	Departure Time	priat	n To I iplete	pecial Equipn Requirements
	NDI		onte	Enem AO I	Plans	When Repo	Depai	Appro	Action Com	Speci Requ
	ပ္ပ		Ä_							
		STEP	ဖ	6A	<b>6B</b>	29	<b>G9</b>	99	6F	99
ထ	<u> </u>							· <u> </u>		

O	CONDUCT A ROUTE PROPERTY OF THE PROPERTY OF TH	P 5/5	
STEP	ACTION	1	
-	Terrain Considerations		
7A	Existing Routes And Their Physical Characteristics		
78	Slope Gradients And Radius Curves		
70	Bridges		
70	Vehicle Fording, Ferrying, And Swimming Sites		
7E	Obstructions To Traffic Flow		
7.	Artificial Obstacles And Man- Made Features	,	
76	Rockfalls And Slide Areas		
7H	Drainage		
	8.16.5		$\infty$

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	P 1/4											
8.17.1	CONDUCT A ZONE PRECON MISSION	ACTION	Fan Method	Select Series Of ORPs In Zone	Go To First ORP	Establish Security	Confirm Location	Select Recon Routes Out From And Back To ORP	Routes Must Overlap And Form Fan-Shape Around ORP	Send Out Recon Elements Along Routes	Keep 1 Element In ORP	
		STEP	-	1A	18	10	10	1	#	1G	Ŧ	
$ \infty $												

P 2/4	3								
CONDUCT A ZONE RECON MISSION	ACTION	Send Elements Out On Adjacent Routes	Disseminate Information After You Recon Fan Area	Move To Next ORP	Repeat STEPS 1C - 1K At Each Successive ORP	Coverging Routes Method	Select ORP	Select Recon Routes Through Zone/Rendevous Point For Patrol To Link Up After Recon	Establish Security
	STEP	=	1	1K	11	2	2A	28	2C

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8.17.2

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	P 3/4	1								
8.17.3	CONDUCT A ZONE PRECON MISSION	ACTION	Confirm Patrol's Location	Assign Recon Route To Each Element	Determine Location For Rendezvous Point	Designate Linkup Time At Rendezvous Point	Send Recon Elements On Their Assigned Routes	Move With Center Element	Recon Routes With Fan Method	Link Up Entire Patrol At Rendezvous Point At The Designated Time
		STEP	2D	2E	2F	26	2H	21	2J	2K
$\infty$										

	CONDUCT A ZONE	D 4/4
	RECON MISSION	
STEP	ACTION	
25	Secure Rendezvous Point In Same Way As ORP	
2M	Disseminate Information At Rendezvous Point	
2 2	Repeat STEPS 2A - 2M For Next Rendezvous Point	
20	Return To Friendly Lines	
က	Successive Sector Method	
3A	Select ORP/Recon Routes/ Rendezvous Points	
3B	Repeat STEPS 2C - 2M Until You Recon Entire Zone	
30	Return To Friendly Lines	
	8.17.4	

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8.17.5	NOTES												
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P 1/3	2											
BUILT-UP AREA FIGHTING PRINCIPLES	PRINCIPLE	Develop Careful, But Simple Plan	Attack In Depth	Move In Short Bounds	Dominate Killing Areas (Streets And Crossroads)	Clear Each House Thoroughly	Consolidate Each House Taken	Keep Ammo/Grenades Readily Available	Keep Equipment Light	Plan For Casualty/PW Evacuation	Plan To Replace Casualties	9.1.1
H	ITEM	1	2	ε	4	2	9	2	8	6	10	
		-							•			5

0 P 2/3 FIGHTING PRINCIPLES Stay Away From Doors And Windows Move With One Element On **Enter From Roof If Possible** Have A Reserve Available, However Small All Personnel Must Know Use Side Streets/Alleys **BUILT-UP AREA** PRINCIPLE Each Side Of Street 9.1.2 **Avoid Main Streets** House Clearing Street Clearing Killing Areas ITEM 11A 11C 11B 110 = 11E 12A 12B 7 **O** 

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BUILT-UP AREA P 3/3	PRINCIPLE	Breach Walls With Demo, Tank HEP, 25mm HE, Claymores	Guard Wall Breach(s)	If Entering Ground Floor, Never Rush To Top To Clear Down	Guard And Leave Cellars Last	Basement Clearing	Fire Through Door	Toss In Grenade(s)	Enter Firing	Search Carefully	Guard Underground Routes	9.1.3
FIC	ITEM	12C	12D	12E	12F	13	13A	13B	13C	13D	13E	
	•											်တ

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	P 1/2	>									
9.2.1	ORGANIZING FOR AN PATTACK ON A BUILDING	ACTION	Organize Unit Into Assault Force and Support Force	Designate Added Or Special Weapons/Teams	Senior Man Commands Assault Force, Next Senior Support Force	Assign Duties To Assault Force	Enter Building At Highest Level	Secure Breach/Entry Point	Clear Building Room-By-Room	Mark Each Room When Clear	Mark Building When Clear
!	OF ATT	STEP	-	2	က	4	4A	4B	4C	4D	4E
0											

C/C d	i i	>									
ORGANIZING FOR AN	ATTACK ON A BUILDING	ACTION	Assign Duties To Support Force	Occupy Overwatch Position	Isolate Building With Direct/ Indirect Fires/Smoke	Adjust Indirect Fires	Suppress Building And Nearby Buildings	Cover Assault Force's Move And Building Entry With Fire	Resupply Ammo/Replace Psnl	Evacuate Wounded/PW	Issue Attack Order
OF	ATT,	STEP	2	5A	5B	25	5D	5E	5F	5G	9

9.2.2

0 In Building And Nearby Buildings Support Force Suppresses Enemy Room-By-Room, From Top Down To Cover Assault Force's Move Assault Force Marks Each Room Direct Fires, Indirect Fires, And Smoke Assault Force Enters Building At ATTACK AND CLEAR Support Force Isolates Building From Overwatch Position With **Assault Force Clears Building** Highest Level Possible To Assault Force Marks Each **Building When Cleared** A BUILDING ACTION 9.3.1 When Cleared Gain Foothold STEP က Ŋ 2 4 9 0

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	<u>~</u>	ORGANIZING A	P 1/4	
	STEP	ACTION	>	
·	-	Select Building(s) To Defend By Considering		
	1 A	Protection		
	18	Dispersion		
	5	Concealment		
	10	Fields Of Fire		
	#	Observation		
	11	Covered Routes		
	1G	Fire Hazard		
	1H	Time Available		
	=	Building Strength		
6		9.4.1		6

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	P 2/4									
9.4.2	ORGANIZING A BUILDING DEFENSE	ACTION	Position Teams/Vehicles	Select Primary Positions For Key Dismounted Weapons	Select Alternate Positions	Select Supplementary Positions	Prepare Positions For Key Dismounted Weapons	Place Machine Guns Low For Grazing Fire	Place Anti-Tank Weapons High For Long Range Coverage	Consider Moving To Alternate Positions During Darkness For Deception
	18	STEP	7	က	3A	38	4	4A	4B	4C
6										

C	ORGANIZING A		
ULDII	SE	P 3/4	
STEP	ACTION		
Prepare	Prepare Rooms In Building(s)		
Estab	Establish Command Post		
Estab	Establish Observation Posts		
Set U	Set Up Wire Commo Lines		
Stock	Stockpile Ammo, Grenades, Water, and Food		
Stock	Stockpile Fire Fighting Tools, Sand/Dirt, And Water		
Cover (Not	Cover Floors With Sand/Dirt (Not In Anti-Tank Positions)		
Reinf	Reinforce Firing Positions		
Camo	Camouflage Firing Positions		
[   	9.4.3		9

6					_					
	P 4/4	>								
9.4.4	ORGANIZING A BUILDING DEFENSE	ACTION	Prepare Outside Of Building(s)	Emplace Mines To Cover Deadspace/Approaches	Emplace Obstacles To Cover Deadspace/Approaches	Place Claymores On Roofs, In Alleys, And In Any Other Passages You Want To Deny	Cover All Mines/Obstacles By Observation And Fire	Plan For/Register Indirect Fires	Inspect Preparations	Correct Deficiencies
	Bl	STEP	9	6A	<b>6</b> B	၁၅	<b>Ω</b> 9	7	8	တ
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SPOT REPORT	Key Word: SALUTE	NOTE: Submit Immediately Following Contact Or When Reporting Anything Else Of INTELLIGENCE Value. Must Have: Who—What—Where!	ITEM	Size	Activity	Location	Unit	Time Observed	Equipment	Source Of Info	10.1.1
		NOT Cont Else Have	LINE	1	2	3	4	2	9	7	
											10

10.2.1	TURES IRE	ן ן	i			}		1	1	·	1	ł
10,	TARGET SIGNATURES	SOLDIERS	Foxholes	Trash	Damaged Vegetation	Fires	Noise	TRACKED VEHICLES	Tracks On Ground	Fuel Spills	Track/Engine Noise	Dust Clouds
	TA	1	1A	18	10	1D	1	2	2A	2B	2C	2D

	TARGET SIGNATURES EM SIGNATURE
	Diesel Smoke
as	Bright, White Flash At Night
ž	Loud, Sharp Sound-Then White Smoke
	ANTITANK
က်	ATGM Launch "Swish"
υ	Long, Thin Wires
ŏ	Vapor Trails—Slow ATGM
	Sharp Crack-AT Gun
E E	Dismounted Gunner Up To 80M Away From Launcher
15	Bright, White Flash At Night
	10.2.2

10											
' '	P 3/4	>									
10.2.3	TARGET SIGNATURES	SIGNATURE	ARTILLERY	Loud, Dull Sound	Grayish-White Smoke	Bright, Orange Flash And Black Smoke-Airburst	Rushing Noise Just Before Round Impacts	AIRCRAFT	Aircraft Noise	Glare On Aircraft Canopies And Rotor Blades	Vapor Trails From Fired Missiles Or Aircraft
	TA	ILEM	4	4 <b>A</b>	4B	4C	4D	5	5A	5B	25
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P 4/4	>						<u> </u>					<b> </b>
TARGET SIGNATURES F	SIGNATURE	Dust Or Moving Foliage From Hovering Helicopters	MINES AND OBSTACLES	Road Repairs/Holes Filled	Signs Placed On Posts, Trees, Or Stakes	Wilted Plants Or Brush	Strange Material On Roads	Tripwires Near AT Mines	Areas Where Locals Do Not Go	Loose/Disturbed Dirt In Pattern	In Or Near Tactical Barbed Wire/ Other Obstacles	10.24
TA	ITEM	5E	9	<b>6A</b>	<b>8</b> 9	29	Q9	99	6F	99	Н9	
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	Other Other
	Other
	Other
ter Up To 2	Oars On Water
Up To 1.5	Screams
Blows Of Shovels, Pickaxes Up To 1	Blows Of Sh
Ax Blow, Sound Of A Saw Up To .5	Ax Blow, So
Single Man Up To .04	Steps Of A Single Man
Talking Up To .3	A Few Men Talking
etal Up To .3	Metal On Metal
Loading Up To .5	Small Arms Loading
SOURCE RANGE OF SOUND IN KM	SC OF
SOUND RANGES AT NIGHT	SOUNI

**OBSERVATION DISTANCES** RANGE 0.5 - 0.8N X Z 1.5-2 Air, The Above Distances Increase 2-3 Times! 1.5-2 4-8 4-5 8-9 1.5 NOTE: For Observation From The **WITH NAKED EYE** Muzzle Flashes-Single Gun Muzzle Flashes-Small Arms Vehicle/Tank Headlights 10.4.1 SOURCE OF LIGHT **Lighted Cigarette Lighted Match** Flashlight Bonfire

							(	10
FIND UNKNOWN RANGE	ACTION R = Range W = Width η = Mils H = Height	You Wor H Of Target	List W Or H Of Target In Meters	List $\phi$	To Compute R, Divide STEP 2 By STEP 3	To Compute Meters, Multiply STEP 4 By 1000 X =	List R From STEP 5	10.5.1
	STEP 1		5	3	4	5	9	_
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FIND UNKNOWN MIL ANGLE	R = Range H = Height	2 List R (Example 1000M=1 Or 1500M=1.5)		4 To Compute η, Divide STEP 3 By Step 2	5 List th From STEP 4	Note: Round Off The Number In STEP 5 To One Decimal Point Only.	10.7.1
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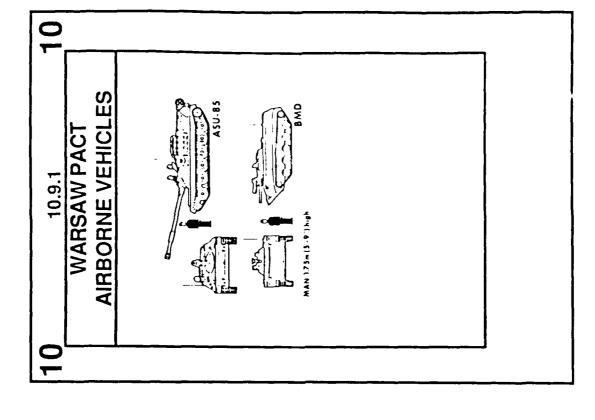
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ADA AND AT VEHICLES

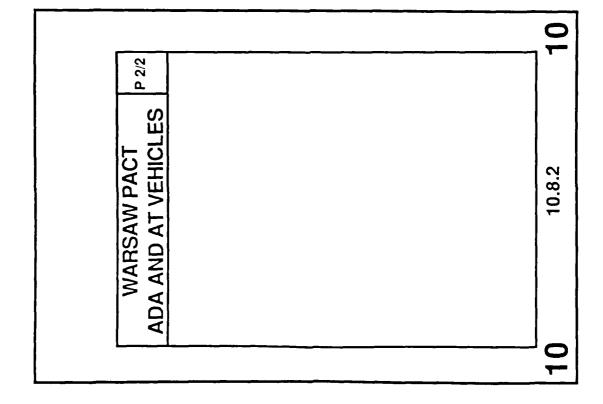
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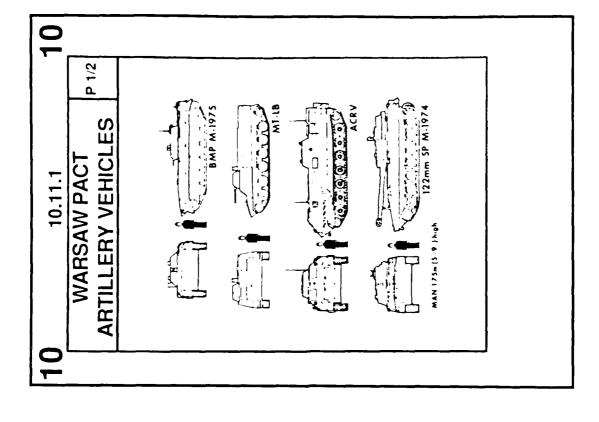
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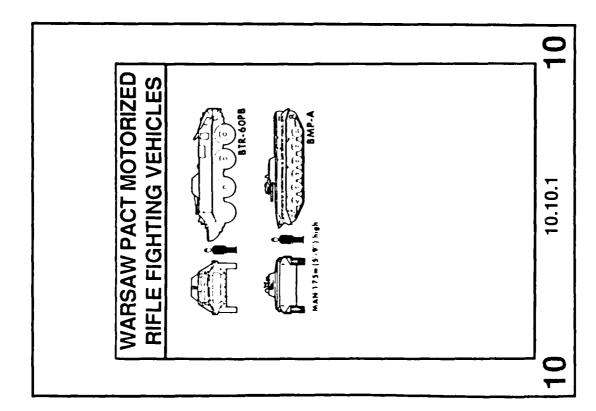
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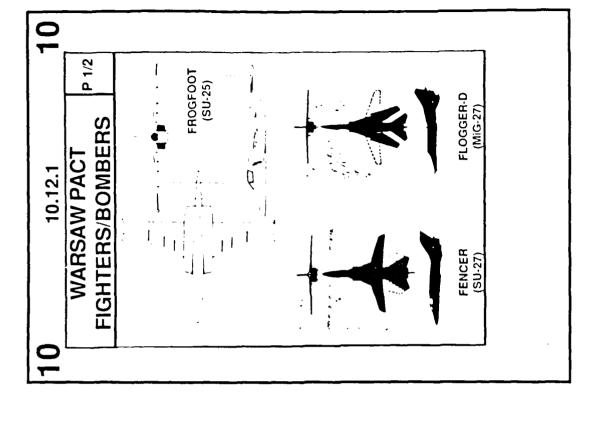
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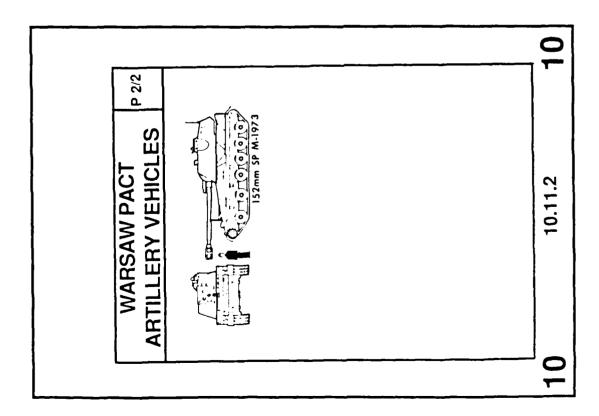


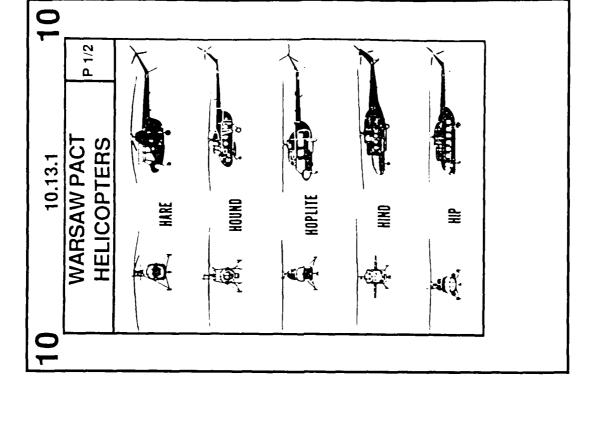


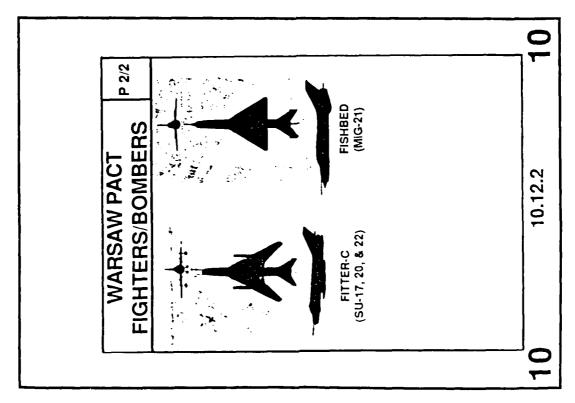


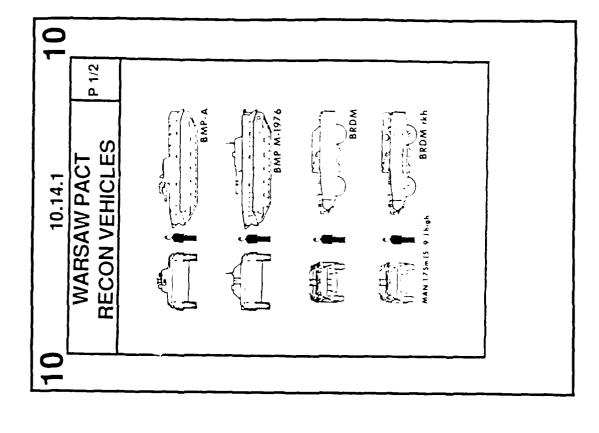


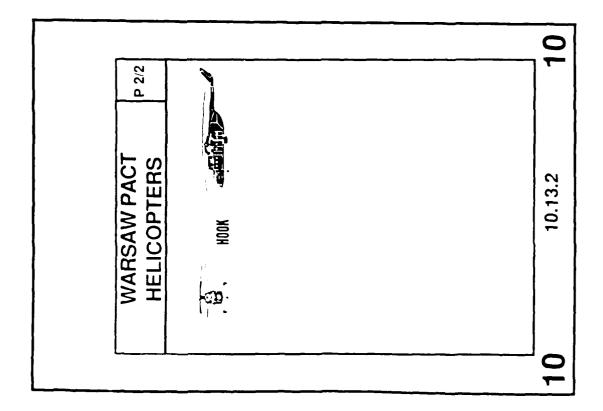


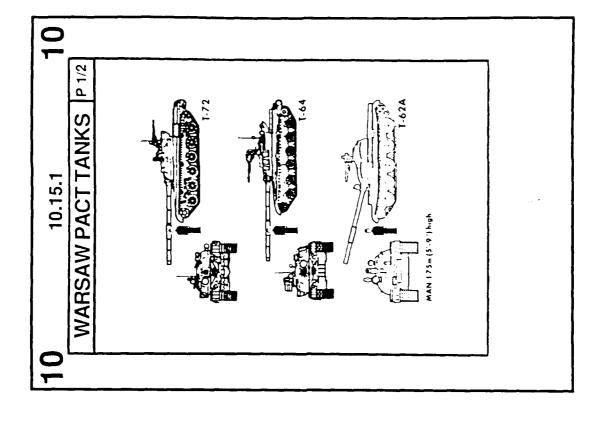


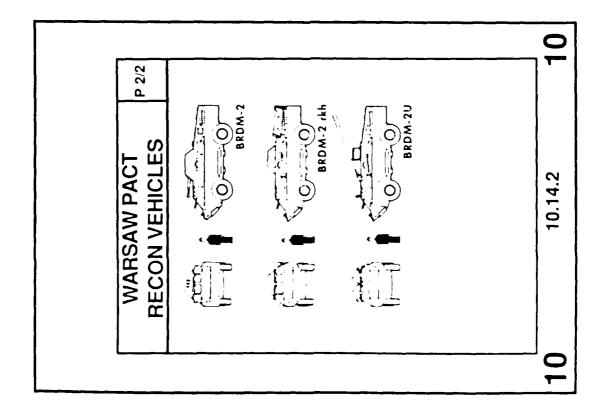


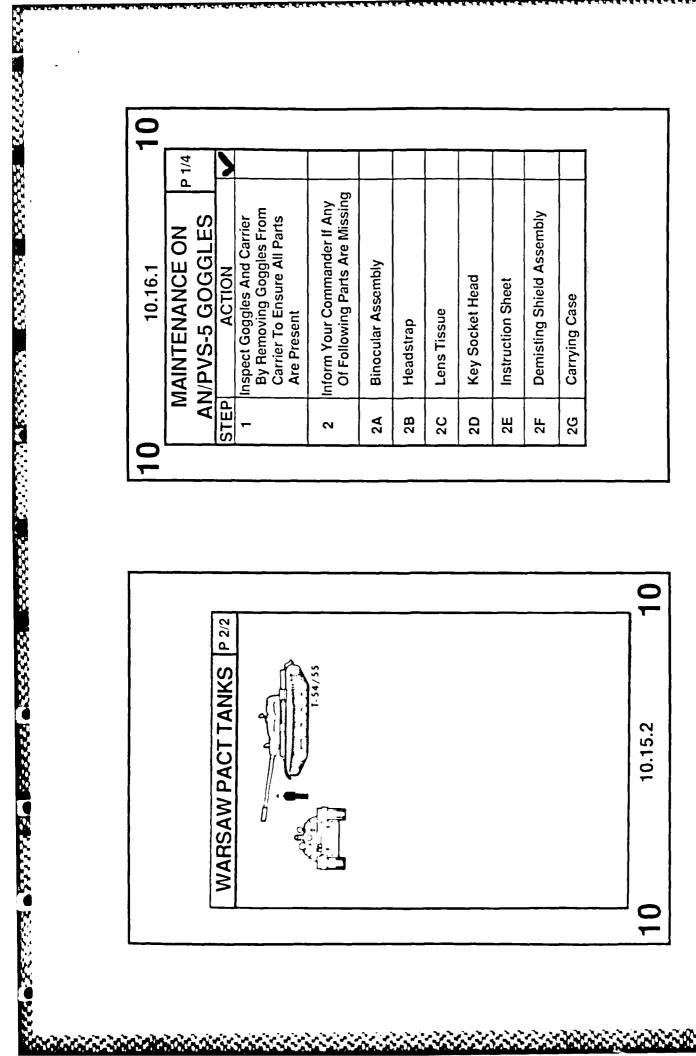












MAINTENANCE ON  AN/PVS-5 GOGGLES  STEP ACTION  Inspect Goggles And Carrier By Removing Goggles From Carrier To Ensure All Parts Are Present  Are Present  Inform Your Commander If Any Of Following Parts Are Missing Of Following Parts Are Missing  Employed Binocular Assembly  SC Lens Tissue  Chest Head  Che	10											
10.16.1  IAINTENANCE ON  VPVS-5 GOGGLES  ACTION Inspect Goggles And Carrier By Removing Goggles From Carrier To Ensure All Parts Are Present Inform Your Commander If Any Of Following Parts Are Missing Binocular Assembly Headstrap Lens Tissue Key Socket Head Instruction Sheet Demisting Shield Assembly Carrying Case	•	1/4	>									
2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	10.16.1		ACTION		Inform Your Commander If Any Of Following Parts Are Missing	Binocular Assembly	Headstrap	Lens Tissue	Key Socket Head	Instruction Sheet	Demisting Shield Assembly	Carrying Case
		- A	STEP	-	2	2A	28	2C	2D	2E	2F	2G

2	MAINTENANCE ON	P 2/4
A	AN/PVS-5 GOGGLES	
STEP	ACTION	>
2Н	Cap Lens, Eyepiece	
21	Cap Lens, Objective	
3	Inspect Eyepiece And Objective Lenses	
3A	Insure Eyepiece, Objective Lens Cover, And Demisting Sheilds Are Present	
38	Inspect Lens For Dirt And Damage	
3C	Clean And Dry Lens Using Water And Lens Paper, If Needed	
30	Report Lens Damage To Organizational Maintenance	

10.16.2

10									
•	P 3/4	>							
10.16.3	MAINTENANCE ON PAN/PVS-5 GOGGLES	ACTION	Inspect Exterior Surfaces	Inspect Face Mask Assy And Aluminum Housing For Damage	Inspect Mask Cushion Assy And Strap Assy For Damage	Wipe Exterior With Clean Cloth, Dampen To Remove Dirt And Grease	Report Damage To Maint	Check Clamp Knobs So Binocular Assy Moves Freely	Check Lever Clamps So Monoculars Move Freely
	Ā	STEP	4	4 A	48	4C	4D	2	9
0									

APPER DESCRIPTION OF THE STATE 
MAIN I ENANCE ON  AN/PVS-5 GOGGLES  STEP ACTION  7 Check Diopter Adjustment So Diopter Rings Move Freely  8 Rotate Focus Knobs So They Rotate Freely  9 Check Rotary Switch  10 Clean Carrying Case  10A Remove All Accessories  10B Turn Case Over And Interior With Dirt Out  10C Clean Exterior And Interior With Dry, Clean, Lint-Free Cloth Dry, Clean, Lint-Free Cloth And Dirt, if Needed And Dirt, if Needed											2
ACTION  Check Diopter Adjustment So Diopter Rings Move Freely Rotate Focus Knobs So They Rotate Freely Check Rotary Switch Clean Carrying Case Turn Case Over And Shake Dirt Out Clean Exterior And Interior With Dry, Clean, Lint-Free Cloth Water To Remove Any Greas And Dirt, If Needed  10.16.4	4/4										
A STEP 7 7 10 4 10 4 10 6 10 C	<del></del>		Check Diopter Adjustment So Diopter Rings Move Freely	Rotate Focus Knobs So They Rotate Freely	Check Rotary Switch	Clean Carrying Case	Remove All Accessories	Turn Case Over And Shake Dirt Out	Clean Exterior And Interior With Dry, Clean, Lint-Free Cloth	Dampen Cloth With Clean Water To Remove Any Grease And Dirt, If Needed	10.16.4
	- <b>4</b>	STEP	2	8	6	10	10A	10B	10C	10D	

_	P 1/3	1						·	
10.17.1	MAINTENANCE ON PAN AN AN PAS-7	ACTION	Check Parts Of Viewer For Cleanliness And Damage	Check Exterior Surface	Check Infrared Window And Eyepiece Lens	Check Rubber Eyeshield And Operation Of Security Shutter	Check Connector For Bent Or Damaged Pins	Check Neck And Hand Sling Fabric	Check Rechargeable Battery And Battery Charger For Cleanliness And Damage
		STEP	-	4	18	5	10	1E	8

											9
P 2/3		<b>&gt;</b>									] —
MAINTENANCE ON	AN AN/PAS-7	_	Check Exterior Surfaces	Check Cable For Cracks And Breaks	Check Interconnecting Cable For Cleanliness And Damage	Check Connectors And Cable For Damaged Pins	Check Cable For Damaged Pins	Check Carrying Bag For Cleanliness And Damage	Open Bag And Shake Out Dirt	Remove Lint From Interior And Exterior Of Bag	10.17.2
		STEP	2A	28	3	3A	38	4	4 A	4B	
											- 0

P 1/3						]
CLEANING METHODS FOR AN AN/PAS-7 EP ACTION	Lens And Window Surfaces Remove Rubber Eyeshield By Pulling It Off	Remove Dust And Dirt From Lens With Clean Camel's Hair Brush	Use Lens Tissue Dampened With Lens Cleaner For Stubborn Dirt	Clean Lens By Starting At Center And Working Out Toward Edge In Circular Motion	Dry Lens With Dry Tissue Using Circular Motion	10.18.1
CL STEP	1 A 1	18	10	1D	1E	

(3	1 - 7							
P 2/3								
	ACTION	Exterior Surfaces	Brush Exterior Surface With Camel's Hair Brush	Wipe Surface With Clean, Lint-Free Cloth	Use Cloth Dampened With Mild Detergent And Water For Stubborn Dirt	Dry Thoroughly With Clean, Lint-Free Cloth	Rubber Eyeshield	Wipe With Clean, Lint-Free Cloth
コ T	STEP	2	2A	2B	2C	2D	3	3A
	CLEANING METHODS FOR AN AN/PAS-7	CLEANING METHODS FOR AN AN/PAS-7 STEP ACTION	CLEANING METHODS FOR AN AN/PAS-7 STEP ACTION 2 Exterior Surfaces	CLEANING METHODS FOR AN AN/PAS-7 STEP ACTION 2 Exterior Surfaces 2A Brush Exterior Surface With Camel's Hair Brush	CLEANING METHODS FOR AN AN/PAS-7 STEP ACTION  2 Exterior Surfaces 2A Brush Exterior Surface With Camel's Hair Brush 2B Wipe Surface With Clean, Lint-Free Cloth	CLEANING METHODS FOR AN AN/PAS-7 STEP ACTION  2 Exterior Surfaces 2A Brush Exterior Surface With Camel's Hair Brush With Camel's Hair Brush Lint-Free Cloth Lint-Free Cloth With Mild Detergent And Water For Stubborn Dirt	CLEANING METHODS FOR AN AN/PAS-7 STEP ACTION  2 Exterior Surfaces 2A Brush Exterior Surface With Camel's Hair Brush Lint-Free Cloth Lint-Free Cloth With Mild Detergent And Water For Stubborn Dirt  2D Dry Thoroughly With Clean, Lint-Free Cloth	CLEANING METHODS FOR AN AN/PAS-7 STEP ACTION  2 Exterior Surfaces 2A Brush Exterior Surface With Camel's Hair Brush Lint-Free Cloth Lint-Free Cloth With Mild Detergent And Water For Stubborn Dirt 2D Dry Thoroughly With Clean, Lint-Free Cloth 3 Rubber Eyeshield

10	P 1/3	>						
10.19.1	PLANNING PEWS INSTALLATION	ACTION	Size Of Area	Consider Size Of Area To Determine How Many Detectors You Need	Detector's Maximum Range Is 10M	Maximum Distance From Receiver Is 1500M	Use PEWS To Cover Areas Which Other Devices Cannot Cover	When Covering A Large Area, You Can Place Detectors Using Hot-Loop Method
0		STEP	1	1A	18	10	10	<u> </u>

0		10.19.3	•	10
	<b></b>	PLANNING PEWS INSTALLATION	P 3/3	
كت	STEP	ACTION	3	
	3	Type Of Soil In Area		
	3A	For 10M-Radius Detection, Place Detectors In Hard- Packed Soil, Grassy Or Weedy Areas, Or Wet Soil		
	3B	Avoid Sand, Loose Soil, Or Rock Formations Because They Will Greatly Reduce Detection Range		
	Notes:			

P 1/4	>						<del> </del>		10
PREPARING PEWS POR POR OPERATION	ACTION	Prepare Receiver ("RF" Mode)	Install Batteries	Set "DSPL-TONE-OFF" Switch To "OFF"	Release Latches On Battery Compartment At Base Of Receiver	Snap 2 Batteries Into Position In Battery Compartment With Connectors Against Rubber Pad	Replace Cover And Secure Latches	Install Antenna/Headset	10.20.1
- <b>-</b> -	STEP	1	2	2A	2B	2C	2D	ဗ	
									10

10									
	P 2/4								
10.20.2	PREPARING PEWS POR POR OPERATION		Install Antenna Adapter Into "ANT" Socket On Front Panel	Connect Antenna To Any Of The 3 Sockets On Adapter	Prepare Detector ("RF" Mode)	Installing Batteries	Set "RF-OFF-W" Switch To "OFF"	Loosen Screws To Release Battery Cover	Snap Battery Into Clip And Place In Compartment With Connector Against Pad
		STEP	3A	3B	4	5	5A	5B	5C
0									

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P 3/4	>							
PREPARING PEWS FOR OPERATION	ACTION	Check Area Code And Detector ID Number On Inside Of Battery Compartment Cover	Close Battery Compartment And Tighten Screws	Install Antenna By Screwing Detector Onto Threaded Post On Top Of Detector	Install Ground Stakes By Screwing 2 Ground Stakes Into The Bottom Of Detector	Prepare Receiver (Wire Mode)	Repeat STEPS 2A - 2D	
<b>LL</b>	STEP	5D	5E	9	7	8	8A	

10		- I			,		
	P 4/4						
10.20.4	PREPARING PEWS FOR OPERATION	_	Remove Battery Compartment Cover And Snap It Onto Holding Bracket On Wire Link	Secure Wire Link To Bottom Of Receiver Using Wire Link Connector	Secure Latches To Wire Link	Receiver And Detectors Are Now Prepared For Operation	·
	1	STEP	၁	<b>Q8</b>	8E	6	Notes:
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	P 2/5		3			<u> </u>			0		
10.21.2	INSTALLATION	OF PEWS	Man Are Using The Wire	Mode For Detectors, Strip	The End Of Each Wire	Insert Each Wire Into Terminal Posts On The Detector By Pressing Down On Top Of	The Post And Inserting Wire Into The Post	Run Wire To The Receiver	Camouflage Detector And Wire	Turn Detector On And Set The "RF-OFF-W" Switch To "RF" For Radio Mode Or To "W"	For Wire Mode
			STEP 1F			5		#	=	2	·
<u> </u>											
	<del></del>									<u> </u>	
			1/5	3							
		INCTALLATION	OF PEW/S		Install Detectors	Dig A Shallow Hole About 1 1/2-Inches Deep And Slightly Larger Than Detector	Push Detector Into Hole So You Firmly Implant Holding	Stakes Into The Ground	Emplace Detector In Hole With Arrow On Top Of Detector Parallel To Road Or Trail	Pack Soil Firmly Against Sides Of Detector Case	Do Not Cover Top Of
		INCTAL LATION	 Z	STEP ACTION	1 Install Detectors	1A Dig A Shallow Hole About 1 1/2-Inches Deep And Slightly Larger Than Detector	18 Push Detector Into Hole So You Firmly Implant Holding		1C Emplace Detector In Hole With Arrow On Top Of Detector Parallel To Road Or Trail	1D Pack Soil Firmly Against Sides Of Detector Case	1E Do Not Cover Top Of

10							
•	P 2/5	3					
10.21.2	INSTALLATION OF PEWS	ACTION	If You Are Using The Wire Mode For Detectors, Strip 1/2-Inch Of Insulation From The End Of Each Wire	Insert Each Wire Into Terminal Posts On The Detector By Pressing Down On Top Of The Post And Inserting Wire Into The Post	Run Wire To The Receiver Location	Camouflage Detector And Wire	Turn Detector On And Set The "RF-OFF-W" Switch To "RF" For Radio Mode Or To "W" For Wire Mode
		STEP	Ħ.	16	1H	1	11
5							

2 Re 2 D 2 D D 2 D D D D D D D D D D D D D	OF PEWS  ACTION  Record Detector Locations  Draw Rough Sketch Include Easily Identifiable	ر ن د
<u> </u>	ACTION  cord Detector Locations  braw Rough Sketch  nclude Easily Identifiable	
<u> </u>	cord Detector Locations  Draw Rough Sketch  nclude Easily Identifiable	8
	Draw Rough Sketch nclude Easily Identifiable	
	nclude Easily Identifiable	
	Natural And Man-Made Features	
2C L	Label Features In STEP 2B That Can Be Used To Identify Area Of Emplacement Of Detectors	
2D ld	Identify Start Point Of The Emplacement Of Detectors	
3 Inc	Include The Following Items On The Sketch	
3A D	Direction Of Likely Enemy Approach	

10										
•	P 4/5	>								
10.21.4	INSTALLATION OF PEWS	ACTION	Direction Indicator (North Arrow)	Unit Designation (No Higher Than Company)	Area Code Of Detectors	Date Detectors Are Installed	Whether Detectors Are In "RF" Or Wire Mode	Pace Count Per 100M Of Soldier Recording Pace Count	Record Detectors On Sketch	Record Detectors As They Are Being Laid
		STEP	38	3C	ЗБ	3E	3F	3G	4	4A
10										

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	INSTALLATION		
	OF PEWS	<u>.</u>	
STEP	ACTION	N	
48	Lay Detectors Out In Sequence		
4C	Determine Direction From Start Point To First Detector		
4D	Count Paces To Emplacement Site		
4 臣	Record Direction, Pace Count, And Location Of Detector On Sketch		
Notes:			
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0	10.21.5	] —	0

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P 1/6	>							
NO	CHECKS ON PEWS  P ACTION	Perform Receiver Checks ("RF" Mode)	Set "DSPL-TONE-OFF" Switch To "TONE" Position	Listen For Tone In Headset	Set "DSPL-TONE-OFF" Switch To "DSPL" Position	Observe Display Window	"L" Will Appear Followed By ".8.8.8.", And Then Will Clear	Does "L" Appear In Display Window? If YES, Go To STEP 1G. If NO, Go To STEP 1H.
PER	STEP	-	1A	1B	10	1D	1E	4
0	-							

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ER	PERFORM PRE-MISSION P 2/6	2/6
	CHECKS ON PEWS	
STEP	ACTION	
5	Replace Batteries	
Ŧ	Batteries Are Starting To Get Low And Should Be Replaced	
8	After Display Has Cleared, Press The "TEST-RESET" Button And Look For ".8.8.8" Display	
က	Perform Detector Checks ("RF" Mode)	
3A	Set Receiver To "DSPL"	
38	Set Receiver "AREA" Switch To Area Number Of Detector You Are Testing	
4	Check All Detectors For "RF" Mode Of Operation	
		1

10.22.2

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·	3/6	>						
10.22.3	PERFORM PRE-MISSION P 3/6 CHECKS ON PEWS	ACTION	Place Detector Power Switch To "RF"	Press Detector "TEST" Button And Hold Button Down For 4 Seconds	Observe Display Window Of Receiver For Response	Receiver Display Must Indicate Detector's ID Number In First 2 Frames Of Display Window And A "C" Or "P" In Last Frame	Perform Receiver Detector Checks (Wire Mode)	Connect Wire Link To An Operational Receiver
	PER C	STEP	4 <b>A</b>	4B	4C	4D	5	5A
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9/4/6	>				<u> </u>			
PERFORM PRE-MISSION P 4/6 CHECKS ON PEWS	ACTION	Connect Working Detector To Wire Link Using Short Length Of Field Wire	Set 'TEST' Switch To Each Position On Wire Link	At Each Position, Observe Test Indicator Light On Wire Link Which Must Light Up At Each Position	Is Test Indicator Light Blinking? If YES, Go To STEP 5G. If NO, Go To STEP 5F.	Indicates That Field Wire Is Not Broken Or Shorted	Indicates That Wire Is Broken Or Shorted	10.22.4
PERIC	STEP	5B	2C	5D	5E	5F	5G	
								2

10									
	5,6	X							
10.22.5	PERFORM PRE-MISSION P 5.6 CHECKS ON PEWS	ACTION	Set Test Switch On Wire Link To "REC" Position	Set Detector Mode Switch To "W"	Press And Release Test Button For 4 Seconds On Detector	At The Same Time Observe Display Window Of Receiver	Receiver Must Indicate ID Number Of Detector And "C" Or "P"	Perform Receiver Memory Check	Connect 2 Working Detectors To Receiver By "RF" Mode, Wire Link Mode, Or Both
	PER C	STEP	9	7	7.A	78	7C	8	8A
0							· · · · · · · · · · · · · · · · · · ·		

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9/9 d NO	>	Switch	Button	8	The pear lay	ton rving	Pir	
PERFORM PRE-MISSION CHECKS ON PEWS	ACTION	Set "DSPL-TONE-OFF" Switch To "DSPL"	Press And Release Test Button On Both Detectors	Observe Display Window	Detector Numbers From The 2 Detectors Should Appear Alternately In The Display Window	Press 'TEST/RESET' Button On Receiver While Observing Display	Display On Detector Should Blank Out	
PERF	STEP	88	38	80	8 E	6	10	

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10.22.7	NOTES										
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		9/9 (	0/0	>							
		ORM PRE-MISSION B. E./S	-		Set "DSPL-TONE-OFF" Switch To "DSPL"	Press And Release Test Button On Both Detectors	Observe Display Window	Detector Numbers From The 2 Detectors Should Appear Alternately In The Display Window	Press "TEST/RESET" Button On Receiver While Observing Display	Display On Detector Should Blank Out	10.22.6
		PERFORM PRE-MISSION B.	-		8B Set "DSPL-TONE-OFF" Switch To "DSPL"	8C Press And Release Test Button On Both Detectors	8D Observe Display Window	8E Detector Numbers From The 2 Detectors Should Appear Alternately In The Display Window	9 Press 'TEST/RESET" Button On Receiver While Observing Display	10 Display On Detector Should Blank Out	10.22.6

	INSTALL HASTY	P 1/2
O	PROTECTIVE MINEFIELD	
STEP	ACTION	
	Report Intention To Lay Field	
	Get Authorization To Lay Field	
	Recon To Find Best Mine Sites	
3A	On En Avenues Of Approach	
3B	Under Unit Observation/Fire	
	Report Initiation Of Field	
	Place Mines On Avenues Of Approach	
5A	Do NOT Arm Mines Yet	
5B	Use ONLY Metallic Mines	
2C	Do NOT Boobytrap Mines	
1		-

P 2.2 Retain DA 1355-1-R As Long As Arm Mines-Work From En Side To Friendly Side PROTECTIVE MINEFIELD If Transferred To Another Unit, Gaining Unit CO Signs And Dates DA 1355-1-R Record Field On DA 1355-1-R Unit And Field Stay In Place If Field Abandoned, Forward Always Integrate Mines With Report Completion Of Field DA 1355-1-R To Co CO **INSTALL HASTY** Other Defense Plans ACTION Warn Adjacent Units 11.1.2 STEP 9 10 Ξ 7 13 ω 6

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		P 1/2
STEP	STEP ACTION	2
-	Do You Have The DA 1355-1-R For The Field?	
	If YES, Go To STEP 2. If NO, Treat As ENEMY Field—Use Breaching Techniques	
~	Try To Have The Same Man Who Emplaced Each Mine Remove The Same Mine	
က	Move To Reference Point	
4	Move From Reference Point To Stake B-1	
က	Is Stake B-1 In Position? If YES, Go To STEP 6. IF NO, Go To STEP 9.	
9	Move From Stake B-1 To First Mine Row B	

11.2.1

<del>-</del>										
•	P 2/2	>								
11.2.2	REMOVE HASTY PROTECTIVE MINEFIELD	ACTION	Remove Each Mine In Row B In Order Using The Azimuth And Distance On DA 1355-1-R	Go To STEP 12	Move From Reference Point To Stake B-2	Shoot BACK Azimuth From Stake B-2 To Last Mine In Row B	Remove Each Mine In Row B- Use BACK Azimuths	Move To Stake A-1 (Or A-2)	Remove Mines In Row A The Same Way As In Row B	Destroy The DA 1355-1-R
	PRC	STEP	7	8	6	10	11	12	13	14
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	11.3.1	
	While Viewing Terrain From The Ground For Possible Mines And Tripwires, Consider STEPS 1A-1F Plus The Following	2
	Depressions And Ditches	<u>+</u>
	Hilltops	1E
	Bridges And Fords	1D
	Wooded Areas	1C
	Intersections And Turnouts	18
	Avenues Of Approach To Enemy Positions	1 A
	Use A Map To Determine Locations For Mines By Considering The Following	-
>	ACTION	STEP
	BY TERRAIN ANALYSIS	ВУ
P 1/3	LOCATING MINE SITES	100

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1	P 2/3	>								
11.3.2	LOCATING MINE SITES PRY TERRAIN ANALYSIS	ACTION	Helicopter Landing Sites	Signs Of Road Repairs	Mud Smears, Grass, Sticks, Loose Dirt, Dung, Or Other Material On Roads	On Shoulders Of Road At Likely Ambush Sites	Tripwires Near Known Or Suspected Antitank Mines	Signs Placed In Trees, Posts, Or Stakes	Holes Filled With Asphalt Or Other Material	Tunnels
	LO( BY	STEP	2A	28	20	20	2E	2F	56	2H
1					77 -					

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LOCATING MINE SITES	BY TERRAIN ANALYSIS	ACTION	Unusual Or Out-Of-Place Material	Wilted Plants Or Brush	Flags, Equipment, Or Supplies	Areas Where Local Civilians Are Not Found	Locate Possible Mined And Tripwired Areas From The Air By Considering Features In STEPS 1A-1F And Features In STEPS 2A-2L	Report All Suspected Locations To Your Commander	1133
707	BY T	STEP	21	23	2K	2L	က	4	
									T T

Move Unit Through Obstacle **Blow Marked Mines In Place CLEARING MINEFIELDS** Suppress Enemy Covering Obscure Area With Smoke Reduce Obstacle-Blow Or Probe Lane Through **BREACHING AND** Secure The Far Side Mark Cleared Lane ACTION (Time Permitting) Secure Near Side 11.4.1 Obstacle STEP က စ 2 4 S ~  $\infty$ 

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D 1/3	-										
INSTALLING M16A2	ANTIPERSONNEL MINE	ACTION	Inspect Mine	Look For Cracks, Dents, Swells, And Any Other Damage	Unscrew Shipping Plug From Fuze Well With M25 Wrench	Inspect Fuze Well For Debris	Turn Mine Upside Down And Tap Gently To Remove Debris	Inspect M605 Fuze For Damage	Safety Pins Must Move Freely	Rubber Gasket Around Fuze	Bushing Adapter On Fuze Well Must Be Tight
N	ANT	STEP	-	1A	18	1C	10	1E	1F	1G	1H

P 2/3 Attach Tripwires To 2 Anchor Stakes, THEN To Release Pin NOTE: For Pressure Installation, Go To STEP 6 ACTION Screw Fuze Into Fuze Well And Tighten With M25 Wrench ANTIPERSONNEL MINE Dig Hole To Proper Depth For Either Tripwire Or Pressure Installation Cover And Pack Dirt Around Mine To Proper Fuze Level **INSTALLING M16A2** Place Mine In Hole 11.5.2 Tripwire Installation Emplace Mine STEP **4**A 4B 5A က S

P 3/3	•	>								
INSTALLING M16A2	ANTIPERSONNEL MINE	ACTION	Wire Should Form Wide "V"	Allow Enough Slack In Wires For Fuze Top To Rotate	Arming Mine Fuze	Remove Locking Safety Pin First (Stop If You Hear A Click)	Remove Interlocking Safety Pin (Squeeze Legs Together)	Camouflage Mine With Care, Leave Positive Safety Pin Cord Exposed	Remove The Positive Safety Pin Last To Arm Mine	Give All Pins To NCOIC
Z	ANI	STEP	5B	2C	9	6A	68	29	<b>Q</b> 9	<b>3</b> 9

11.5.3

ANTIPERSONNEL MINE Replace Positive Safety Pin Replace Interlocking Safety Replace Locking Safety Pin **DISARMING M16A2** Remove Mine From Hole Remove Fuze Assembly Replace Shipping Plug Clean Off Top Of Mine Cut Slack Tripwires At Release Pull Ring ACTION 11.6.1 STEP ~ 4 9 7 ω က Ŋ

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P 1/3	>			ļ <u>-</u>							ľ
INSTALLING M18A1 ANTIPERSONNEL MINE	ACTION	Inventory Mine And Accessories	Inspect Mine For Cracks, Dents, Swells, Or Any Other Damage	Test Electrical Circuit	Mate Firing Device, Test Set, And Firing Wire Connector	Depress Handle	Light Must Show In Window	Return Bail To Safety Position	Aiming The Mine	With Slit-Type Peep Sight, Aim Mine At A Man's Head Standing 45M From Mine	11.7.1
AN	STEP	-	2	3	3A	3B	3C	30	4	4A	
· .											7

P 2/3 Remove Shipping Plug-Priming Adapter From Mine Insert Blasting Cap Into Priming Connect Firing Wire Plug Directly To Firing Device With Safety On Firing Position Is A Minimum Of Of 16M From Rear Of Mine To **ANTIPERSONNEL MINE** Your Fighting Position-100M For Others Under Cover With Knife Edge-Type Sight, Aim Mine At A Man's Feet Standing 50M From Mine Screw Into Either Cap Well **INSTALLING M18A1** ACTION **Priming Mine** Adapter STEP 48  2 C **5**A **5B** ဖ S

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	INSTALLING M18A1	P 3/3
STEP	ACTION	>
8	Recheck Aim Of Mine	
6	Camouflage Mine	
10	Move To Covered Position	
=	Retest Firing Circuit	
12	Firing The Mine	
12A	Mate Firing Device And Firing Wire Connector	
12B	Drop Safety Bail	
12C	Take Cover	
12D	Depress Handle	
OTE: Mine,	NOTE: Anytime You Move Forward To Check Mine, TAKE FIRING DEVICE WITH YOU!	Check ou!

11.7.3

ANTIPERSONNEL MINE Disconnect Firing Wire From Firing Device—Replace Covers Remove Priming Adapter And Blasting Cap From Cap Well Reverse Priming Adapter And Screw Into Cap Well Reroll Blasting Cap And Wire **DISARMING M18A1** Clean And Repack Mine And Remove Blasting Cap From Priming Adapter Put Firing Device In Pocket Accessories in Bandolier ACTION 11.8.1 Remove Mine STEP ~ က S 9 œ 4

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NE	INSTALLING M18A1 MINE WITH TRIPWIRES	P 1/3
STEP	ACTION	>
-	Arming M18A1 (Claymore) With Tripwires	
4	Emplace And Aim Mine To Cover Target Area	
18	Emplace 2 Tripwire Stakes 20M In Front Of Mine And Space Them 10 - 20M Apart	
10	Emplace 1 Stake 1M To The Side Of Mine	
7	Installing Firing Device	
2A	Remove Protective Cap	
28	Attach Blasting Cap To Base With Crimpers	

11.9.1

P 2/3 Tape Detonating Cord To Blasting Cap On Firing Device When Using M3 Firing Device, Insert Wire Into Hole In Winch Attach Tripwire To Firing Device When Using M1 Firing Device, Locking Safety Pin Into Wide Attach Firing Device Securely Knurled Knob Until You Pull Attach Tripwire To Opposite Attach Tripwire to Pull Ring Portion of Safety Pin Hole MINE WITH TRIPWIRES Take Up Slack By Turning To 1 Of Forward Stakes **INSTALLING M18A1** 11.9.2 ACTION Forward Stake STEP 28 2C **2**D 38 ဒ္ဓင 34 က

Z	INSTALLING M18A1	P 3/3
MIN	MINE WITH TRIPWIRES	
STEP	ACTION	
4	Secure Detonating Cord To Stake Near Mine	
2	Insert Loose End Of Detonating Cord Through Priming Adapter Into Blasting Cap And Crimp	
9	Insert Cap Into Well	
2	Secure Cap In Well By Screwing Priming Adapter Into Well	
8	Recheck Mine For Proper Aim	
6	Remove Safety Pin From Firing Device	
10	Remove Positive Safety Pin	

11.9.3

P 1/3 Put Mine Back In Carrying Case Reverse Shipping Plug Priming Cut Detonating Cord With M2 Inspect Mine, Tripwire, Firing Device, And Detonating Cord Adapter And Screw It Back MINE WITH TRIPWIRES Remove Blasting Cap And Detonating Cord Crimpers 6 Inches From **DISARMING M18A1** Shipping Plug Priming Unscrew And Remove Into Detonator Well ACTION 11.10.1 To Disarm Mine Adapter Mine STEP **2A 2**C 2D **2E 2B** ~

BOOK THEREOLD BOOKER - REPORTED BOOKERS TRANSPORT FOR SECTION OF SECTION FOR SECURIOR TRANSPORTS

WIRES  rd With M2 rd With M2 rs From Firing Device M3 Firing M3 Firing M3 Firing W3 PULL Sevice In	P2/3	>					·	7
MIN STEP 3 3 3 5 5 5 5 6 6 6 6 6 6 6 6 6 6 6 6 6		ACTION	Cut Detonating Cord With M2 Crimpers 6 Inches From Blasting Caps On Firing Device	To Disarm The M1 Firing Device Use "DISARMING M1 PULL FIRING DEVICE" Job Aid	Will You Disarm The M3 Firing Device? If YES, Go To STEP 5. If NO, Go To STEP 6.	To Disarm The M3 Firing Device Use "DISARMING M3 PULL- RELEASE FIRING DEVICE" Job Aid	To Blow M3 Firing Device In Place	11.10.2
	MIN	STEP	2F	က	4	က	9	

P3/3 Lay Out 10M of Commo String, To Dispose Of Crimped Blasting Cut And Remove Detonating Cord Wire, Or Twine To Tripwire Caps, Either Attach Them To MINE WITH TRIPWIRES Move Back To Other End Of Them To Your Commander Other Demolitions Or Give **DISARMING M18A1** String Or Wire And Pull 11.10.3 ACTION Attach To Tripwire STEP Notes: **6A 6B** ၁ Q9

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_	INSTALLING M21	D 1/3
	ANTITANK MINE	2
STEP	ACTION	>
-	Inspect Mine For Cracks, Swells, Dents, And Any Other Damage	
2	Inspect M607 Fuze	
3	Ensure The Cotter Pin Of Fuze Pull Ring Assembly Is Securely In Place	
4	Dig Hole 6 Inches Deep, And 10 - 12 Inches In Diameter	
2	Remove Closing Plug Assembly From Bottom Of Mine Using M26 Wrench	
9	Remove Any Debris By Turning Mine Upside Down	
7	Insert M120 Booster (Washer Side Toward The Fuze)	

11.11.1

11									
	P 2/3	>							
11.11.2	INSTALLING M21 PANTITANK MINE	ACTION	Replace Closing Plug And Tighten With M26 Arming Wrench	Remove Shipping Plug From Top Of Mine	Check Black Powder Bag In Fuze Cavity To Ensure Bag Is Not Split Open	Remove Closure Assembly From The Fuze	Match Fuze Thread To Fuze Cavity In Mine	Screw In Fuze Hand Tight	Emplace Mine And Cover With Earth, Leaving Fuze Uncovered
		STEP	8	6	10	11	11A	118	12
7			-						

ACTION	>
Screw Extension Rod Into Threaded Fuze Well	
Arming The Mine Fuze	
Squeeze Cotter Pins Together	
Use One Hand On Pull Ring Assembly	
Hold Fuze Firmly With Other Hand	
Remove Cotter Pin	
Carefully Remove Band And Stop From Neck Of Fuze	
	ACTION rew Extension Rod Into hreaded Fuze Well ming The Mine Fuze Squeeze Cotter Pins Together Jse One Hand On Pull Ring Assembly fold Fuze Firmly With Other Hand Semove Cotter Pin Stop From Neck Of Fuze

11.11.3

Install Closure Assembly On Fuze Carefully Attach Band, Stop, And Pull Ring Onto The Fuze Install Shipping Plug Into Fuze Well Remove Booster And Reinstall Remove Extension Rod From Fuze Insert Cotter Pin And Spread Back The Ends Remove Closing Plug From Bottom Of Mine **ANTITANK MINE DISARMING M21** Remove Fuze From Mine 11.12.1 ACTION The Closing Plug 8 S 4 က ω

P 1/2	>						]`
INSTALLING M49A1 TRIPFLARE	Chose Location For Flare	Think Enemy Will Try To	Position Flare So It Illuminates The Enemy And Keeps Friendly Positions In The Dark	Use Pullpin Method To Install Flare With Tripwire	Mount Bracket With 2 Nails	Bracket Must Be Vertical And 15-18 Inches Above Ground	
Z 	STEP 1		2	3	4	5	

11			_				
•	P 2/2						
11.13.2	INSTALLING M49A1 PTRIPFLARE	ACTION	Mount Flare By Aligning Lever With Trigger Pivot	Carefully Slide Flare Down Into Bracket Until Bottom Lever Is 1/16-Inch Above Bracket	Flare Base Must Be 1/2-Inch Below Upper Carriage Bolt	Bottom End Of Lever Must Be 3/8-Inch Below Bracket Prongs And Centered Between Bracket Prongs	Clamp Flare In Bracket By Tightening Upper Wingnut
	2	STEP	9	7	æ	6	10
-							

	ARMING M49A1	P 1/2
	TRIPFLARE	
STEP	ACTION	
1	Arming With Pullpin Method	
1A	Fasten 1 End Of Tripwire To Post, Stake, Or Other Rigid Object 15M From Flare	
18	When You Are Facing Flare Trigger, Tripwire Must Be To Right Or Left Of Flare	
21	Press Lever Down With One Hand (DO NOT RELEASE LEVER WHEN PRESSING OR FLARE WILL FUNCTION)	
10	Remove Safety Clip Assembly	
<del>1</del>	While Holding Lever Down, Insert Pullpin Through 2 Safety Clip Holes Of Cover Loading Assembly	

11.14.1

P 2/2 Before Releasing Lever, Ensure That Pullpin Will Hold In Safety Clip Holes Check That Tripwire Is Tight And Tightened At Both Ends Ensure Lever Retains Pullpin In Safety Clip Holes Fasten It To Loop In Pullpin Pull Loose End Of Tripwire Flare Is Prepared For Firing Carefully Release Lever **ARMING M49A1** ACTION 11.14.2 TRIPFLARE Tight STEP 4 চ 7 Ŧ 눆 = 2

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P 1/2	X							
DISARMING M49A1 PTRIPFLARE	ACTION	Misfiring Of M49A1	Do Not Approach Flare For 5 Minutes	Remove Flare Carefully And Forward To Authorized Personnel For Disposal	If Cover Loading Assembly Is Loose, Do Not Reassemble Or Tighten, Repeat STEP 1B	Disarming M49A1	Carefully Depress Lever Against Flare Body	If You Used Pullpin As The Arming Method, Remove The Pullpin
	STEP	-	4	18	10	2	2A	28

P 2/2 Snap Other End Of Safety Clip Into Other Safety Clip Hole Use Only Safety Clip Holes In End Of Safety Clip Through 1 Of Safety Clip Holes Of Secure Lever By Inserting 1 Cover Loading Assembly Cover Loading Assembly Return Flare To Its Original Detach Wire From Pullpin **DISARMING M49A1** Inspect Flare Before You Return It To Storage ACTION TRIPFLARE 11.15.2 Packaging STEP 2C 2D **2E** က 4 S

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INSTALLING M1 PULL FIRING DEVICE	ACTION	Remove Protective Cap	Using Crimpers, Attach Nonelectric Blasting Cap To A Standard Base	Attach Firing Device Assembly To Demolition Charge	Anchor One End Of Tripwire To Stake And Fasten Other End To Pullring	Remove Locking Safety Pin First And Positive Pin Last
=	STEP	<del>-</del>	2	3	4	5

11.16.1

DISARMING M1 PULL
FIRING DEVICE
STEP ACTION

1 Insert Nail, Length Of Wire,
Or Original Safety Pin Into
Positive Safety Pin Hole
2 Insert A Similar Pin Into
Locking Safety Pin Hole
3 Cut Tripwire
4 Separate Firing Device And
Explosive
5 Unscrew Standard Base
Notes:

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PRESSURE FIRING DEVICE	Remove Protective Cap From Base And Crimp On Nonelectric Blasting Cap	Assemble 3-Pronged Pressure Head And Extension Rod, If Needed	Screw In Top Of Pressure Cap	Attach Firing Device Assembly To Demolition Charge	Remove Safety Clip First Positive Safety Pin Last	7 07 77
PRE	1	2	3	4	5	

DISARMING M1A1
PRESSURE FIRING DEVICE
STEP ACTION

I Insert Original Pin, Nail,
Or Length Of Wire Into
Positive Safety Pin Hole
If Available

3 Unscrew Base Assembly
From Firing Device
Notes:

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INSTALLING M3 PULL RELEASE FIRING DEVICE	Remove Protective Cap	Using Crimpers, Attach Nonelectric Blasting Cap To A Standard Base	Attach Firing Device To Anchored Charge	Attach One End Of Pullwire To An Anchor, And Place Other End In Hole In The Winch	Using Knurled Knob, Draw Up Tripwire Until Locking Safety Pin Is Pulled Into Wide Portion Of Safety Pin Hole	Remove Locking Safety Pin First And Positive Pin Last	11.20.1
RE	3 LEP	2	3	4	2	9	

11							
·	111	>					
11.21.1	DISARMING M3 PULL- RELEASE FIRING DEVICE	ACTION	M3 Is Dangerous To Disarm, It Should Be Blown In Place	If Device Must Be Disarmed, Follow STEPS 3-5	Insert Original Pin, Nail, Or Length Of Wire In Positive Safety Pin Hole	Insert Original Locking Pin, Or Nail In Locking Pin Hole	Disassemble Tripwire, Firing Device, And Explosive
	J J	STEP	1	2	က	4	5

P 1/2	>						
M5 CE	ACTION	Insert A Length Of 10-Gage Wire Into Interceptor Hole	Bend 10-Gage Wire Slightly To Prevent It From Dropping Out	Remove Small Cotter Pin From Safety Pin	Holding Release Plate Down, Replace Locking Safety Pin With A Length Of 16-Or-18 Gage Wire, Bent Slightly To Prevent It From Dropping Out	Remove Protective Cap From Base	Use Crimpers To Attach Nonelectric Blasting Cap To Base
	STEP	-	2	က	4	ည	9

INSTALLING M5 FIRING DEVICE ACTION  Secure Firing Device To Explosive Device Berplace Charge And Firing Assembly Place At Least 5 Pounds Of Weight On The Firing Device Release Plate Release Plate Pin Hole Remove Wire From Safety Pin Hole Interceptor Hole Interceptor Hole	
STEP 7 8 9 9 11 10 Notes:	

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	DISARMING M5 FIRING DEVICE	
STEP	ACTION	
<b>-</b>	Insert Length Of Heavy Gage Wire Into Interceptor Hole	
2	Bend Wire To Prevent It From Dropping Out	
က	Proceed Carefully, As The Slightest Disturbance Of Restraining Weight May Detonate Mine	
4	Disassemble Firing Device And Mine	
Notes:		
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	P 1/3	3		ļ 				
11.24.1	NONELECTRIC FIRING SYSTEM	ACTION	Determine Length Of Time Fuse You Need	Cut A 6-Inch Length From End Of Fuse And Discard	Cut Off A 3-Foot Length To Check Burning Rate	Light Fuse End And List Time (Seconds) It Takes To Burn	Compute Burning Rate Per Foot By Dividing 1C By 1B	Determine Amount Of Explosive You Need
		STEP	-	1A	18	5	10	2
11	-							

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	NONELECTRIC	P 2/3	
	FIRING SYSTEM		
STEP	ACTION	>	
3	Cut Fuse Long Enough To Proper Length		
4	Pass End Of Fuse Through Priming Adapter		
5	Attaching Blasting Cap To Fuse		
5A	Inspect Open End Of Cap		
58	Remove Debris From Cap By Shaking Gently Or By Tapping Hand With Cap Against Other Hand		
2C	Hold Fuse Vertically With Square Cut End Up		
5D	Slip Cap Down Over Fuse		
$\int_{\cdot}$			

P 3/3 Press Shipping Plug Into Igniter Body And Crimp Cap At Point 1/8-To-1/4 Inch From Open End Turn Cap Out And Away From Cap And Fuse Must Be In Contact Or They May Misfire Pull Pin To Detonate Charge Unscrew Fuse Holder Cap Rotate And Remove Plug FIRING SYSTEM ACTION Attach M60 Fuse Igniter NONELECTRIC 11.24.3 Insert Fuse In Hole **Tighten Cap** STEP 2E **6**A **6B 9** ၁၅ **Q9 5F** 9

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P 1/2					-				]
NONELECTRIC PRIMING POLK	ACTION	Prime Demo Block With A Threaded Cap Well And Priming Adapter	Inspect Cap Well For Debris	Insert Cap With Fuse Attached Into Cap Well	Screw Adapter Into Cap Well	Prime Demo Block With A Threaded Cap Well And No Priming Adapter	Inspect Cap Well For Debris	Wrap And Tie String Tightly Around Block, Leave 6 Inches On Each End	
NON	STEP	-	1 A	18	10	2	2A	2B	

P 2/2 Threaded Cap Well And Without Wrap And Tie String Tightly Around Block, Leave 6 Inches Of Loose String On Each End Insert Blasting Cap With Fuse Make Hole With M2 Crimpers NONELECTRIC PRIMING Tie Loose String Around Fuse To Prevent Cap From Separating From Block Prime Demo Block Without Inspect Hole For Debris Attached Into Cap Well OF DEMO BLOCK 11.25.2 ACTION Priming Adapter STEP 2C 34 3B **2D** 3C က

	>	<del></del>			_	
CLEAR NONELECTRIC MISFIRES	ACTION	If Possible, Mistire Should Be Cleared By Soldier(s) Who Place The Charge	Wait 30 Minutes After Misfire Before Moving To The Charge	Detonate 1-Pound Charge At Side Of An Untamped Misfired Charge Without Moving Or Disturbing It	Dig To Within 1 Foot Of A Tamped Misfired Charge	Detonate 2-Pound Charge On Top Of A Tamped Misfired Charge
S	STEP	1	8	3	4	S

11.26.1

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11.27.1	ELECTRIC FIRING SYSTEM	ACTION	Test Firing Wire With M51 Test Set Or Galvanometer	Check Test Set	Separate Firing Wire Conductors At Both Ends	Touch Posts With Both Wires From One End	Twist Wires Together At Open End And Retest Wires	Lay Out Firing Wire From Charges To FIRING Position	Test Electric Blasting Cap With M51 Blasting Cap Test Set Or Galvanometer	
		STEP	-	1A	18	5	<del>Q</del>	2	က	
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ELECTRIC FIRING SYSTEM	ACTION	Remove Shunt From Lead Wires Of Electric Blasting Cap	Touch Cap Lead Wires To Posts	After Testing Cap, Twist Free Wire Ends Together	Move To Firing Point And Test Entire Circuit With M51 Test Set Or Galvanometer	Test Blasting Machine By Depressing Handle	On Order, Connect Lead Wires To 2 Blasting Machine Posts	Detonate Charge By Depressing Handle Of Blasting Machine	11 97 9
	STEP	3A	38	4	S	9	2	8	
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•	P 1/3	>							
11.28.1	ELECTRIC PRIMING OF DEMO BLOCK	ACTION	Priming Demo Block With A Threaded Cap Well And Priming Adapter	Inspect Cap Well For Debris	Untwist Free Ends Of Cap Lead Wire	Fasten Free Ends To Firing Wire With Western Union Pigtail Splice	Test Blasting Cap And Firing Wire With Galvanometer Or M51 Tester	Pass Cap Lead Wires Through Slot Of Adapter	Pull Cap Into Place In Adapter
	田〇	STEP	-	1A	8	10	<b>Q</b>	布	15
7		-		<del>-</del>					

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	11 28 2	
	Allow Some Slack In Wires Between Cap And Tie	2E
	Tie Lead Wires Around Block With Two Half Hitches	2D
	Insert Electric Cap Into Cap Well	3C
	Repeat STEPS 1B-1D	28
	Inspect Cap Well For Debris	2A
	Priming Demo Block With A Threaded Cap Well With No Priming Adapter	5
	Insert Cap Into Cap Well Of Block And Screw Adapter Into Place	Ħ.
>	ACTION	STEP
. =/3	OF DEMO BLOCK	
P 2/3	ELECTRIC PRIMING	E

P 3/3 Untwist Free Ends Of Cap Lead Make A Hole In End Of Demo Block With M2 Cap Crimper Test Blasting Cap And Firing Wire With Galvanometer Or M51 Test Set Priming Demo Block Without Threaded Cap Well Fasten Them To Firing Wire With Western Union Pigtail **ELECTRIC PRIMING** Repeat STEPS 2C, 2D, And 2E OF DEMO BLOCK 11.28.3 ACTION Splice Wire STEP 34 3B 30 30 3E က

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CLEAR ELECTRIC P	ACTION	Is The System Below Ground? If YES, Go To STEP 2. If NO, Go To STEP 3.	Wait 30 Minutes Before Checking To See If Firing System Is Dual Primed	If System Is Above Ground And Not Dual Primed, Check Immediately	Check Firing Wire Connections To Blasting Machine	Make 2-3 More Attempts To Fire The System	Disconnect Firing Wire From Blasting Machine And Shunt (Twist Together) The Wires
	STEP	-	2	3	4	5	9

_[	P 2/2	>							
11.29.2	CLEAR ELECTRIC MISFIRES	ACTION	Check Entire System For Breaks And Short Circuits	If Fault Is Below Ground, Remove Tamp Material (Soil) Carefully From The Borehole To Within 1 Foot Of Misfired Charge	Disconnect The Blasting Cap Wire From The Circuit	Dig To Within 1 Foot Of Misfired Charge	Place a 2-Pound Primed Charge Next To The Misfired Charge	Connect New Charge To Firing System	Initiate Detonation
		STEP	7	<b>ω</b>	ნ	10	11	12	13

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P 2/6 Attach Nonelectric Blasting Cap Follow Any Of The Methods For Nonelectric Priming Ensure That There is At Least To End Of Detonating Cord 1/2 Inch Of Explosive On All Punch Four Equally Spaced Holes Through Dynamite Cartridge **Explosive On End Of Knot** Detonating Cord Through It Priming Dynamite By Lacing Sides Of The Knot And A **DETONATING CORD** FIRING SYSTEMS Minimum of 1 Inch Of 11.30.2 ACTION Priming Dynamite STEP 2C 34 3B 4 A က 4

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DE	0	P 3/6
-	FIRING SYSTEMS	
STEP	ACTION	
48	Lace Detonating Cord Through The Dynamite	
5	Priming A 40-Pound Cratering Charge	
5 <b>A</b>	Pass End Of Detonating Cord Through The Long Tunnel On Side Of Can	
5B	Tie An Overhand Knot On The Portion Passed Through, At Least 6-Inches From The End	
9	Priming Shaped Charges	
6 <b>A</b>	Attach Nonelectric Blasting Cap To End Of Detonating Cord	2
6B	Follow Standard Nonelectric Or Electric Priming Methods	

P 4/6 Splice Assembly To Detonating Cord With String, M1 Clip, Or Attaching Nonelectric Or Electric Use When Making Detonating Firing System To Detonating Cord Cord Firing Systems With More Than One Block Of Explosive **DETONATING CORD** FIRING SYSTEMS

ACTION Construct Nonelectric Or Electric Firing System 11.30.4 Construct Ring Main Form A Ring Main Adhesive Tape STEP 7 88 **7B** 84 α

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DETONATING CORD FIRING SYSTEMS
1
Close Ring Main By Tying A Girth Hitch With An Extra Turn Tail To Inside, Or Use A Detonating Cord Clip
Run Branch Lines From Explosives To Ring Main Using Girth Hitch With One Extra Turn
Leave A Minimum of 6 Inches On Running End
Branch Line Must Run 90 Degrees From Direction From Which Blast Is Coming
Attach Electric Or Nonelectric Firing System To Ring Main At Running End Of Detonating Cord
1

P 6/6 Leave A 6-Inch Length Of Ring Main Free Beyond The Splice Splice Other End To Ring Main With A Square Knot Or An M1 Detonating Cord **Detonating Cord Firing System** Tape A 3-Foot Section Of Detonating Cord To Blasting In Actual Combat Systems, Use **DETONATING CORD** FIRING SYSTEMS **Detonate The Charge** 11.30.6 ACTION Cap Notes: STEP 8H 10 **8** 9B 6

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NBC-1 REPORT	ITEM (* = CHEM)	Position Of Observer (UTM Coord)	Direction Of Attack From Observer (Degrees) (Mils)	Date/Time Of Detonation/*Attack (DTG)	Location Of Attack/*Area Attacked (Actual) (Estimated) (UTM Coord)	Type Of Burst*Agent (Air) (Surface) (Unknown)	12.1.1
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							12

12					
12.2.1	NBC-4 REPORT	ITEM	Location of Reading (UTM Coord) 1. 2. 3.	Dose-Rate (Rad/Hr) 1. 2. 3.	Date/Time of Reading (DTG) 1. 2. 3. 4.
		LINE	σ	Œ	σ
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Read 1 Or More Rad/Hour	6 <b>A</b>
Take Readings Continuously When You	9
Report Radiation Readings Using NBC-4 Report	S
Tell Operator To Report Radiation Readings To You Immediately	4
Check That Operator Uses IM-174 Correctly	က
Tell IM-174 Operator To Take Readings From Central Point Every Hour	7
List Grid Coordinates Of Central Point In Area	-
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P 2/2	>								
	ACTION	Receive Fallout Warning	See Nuclear Burst	Are Moving To A Different Location	Receive Orders	Check Every Hour When	Reading Drops Below 1 Rad Hour	Receive Orders	Readings/DTG
RADI	STEP	<b>6B</b>	29	<b>G</b> 9	9E	7	7.A	78	Read
	SUPERVISE RADIATION MONITORING	SUPERVISE ATION MONITORING ACTION	SUPERVISE ATION MONITORING ACTION Receive Fallout Warning	SUPERVISE  ATION MONITORING  ACTION  Receive Fallout Warning  See Nuclear Burst	SUPERVISE ATION MONITORING ACTION Receive Fallout Warning See Nuclear Burst Are Moving To A Different Location	SUPERVISE ATION MONITORING ACTION Receive Fallout Warning See Nuclear Burst Are Moving To A Different Location Receive Orders	SUPERVISE ATION MONITORING ACTION Receive Fallout Warning See Nuclear Burst Are Moving To A Different Location Receive Orders Check Every Hour When	SUPERVISE ATION MONITORING ACTION Receive Fallout Warning See Nuclear Burst Are Moving To A Different Location Receive Orders Check Every Hour When TRad'Hour	SUPERVISE ATION MONITORING ACTION Receive Fallout Warning See Nuclear Burst Are Moving To A Different Location Receive Orders Check Every Hour When 1 Rad Hour Receive Orders

12							
	P 1/2	>					
12.5.1	COLLECT/REPORT TOTAL RADIATION DOSE	ACTION	Do All Dosimeters You Will Use Read 0? If YES, Go To STEP 3. If NO, Go To STEP 2.	Turn It In For Recharging	Select Soldiers To Wear Dosimeters Who Perform Duties Within Unit's Area	Insure That Soldiers Report Readings To You Accurately	Collect Readings From Soldiers At The Same Time, At Least Once Daily
	TO_	STEP	-	2	က	4	ည
12						·	

P 2/2			
AL RADIATION DOSE ACTION Add Together Readings By All Soldiers Wearing	List Number Of Readings You Receive Divide STEP 6 By STEP 7	Round Off STEP 8 To The Nearest 10	Report Reading In STEP 9 To Your Commander 12.5.2
70T STEP 6	7 8	o	10

12	P 1/2	>		<del></del>					
12.6.1	PREPARATION FOR PAN NBC ATTACK	ACTION	Cover Equipment And Supplies With Plastic Sheets	Cover Exposed Weapons And Ammunition	Keep Instruments In Containers When Not In Use	Park All Vehicles So Air Conditioners Are Away From Prevailing Winds	Cover Unsheltered Communications Equipment	Put Overhead Cover On Field Latrines	Only Open Food When Eating It
	/ ld	STEP	-	2	3	4	2	9	2
12									

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				EMP PROTECTIVE MEASURES	P 1/2
	PREPARATION FOR PAN NBC ATTACK	P 2/2	ITEM 1		<b>\</b>
STEP	.	<b>&gt;</b>	2	Use Highest Freq Possible	
œ	Store Unpackaged Food In Iceboxes			Disconnect Everything	
6	Keep Water In Sealed			From Spare Equipment	
	Containers		4	Keep Cable And Wire	
10	Dig In Supplies And Equipment			Lengths Short	
=	Secure Loose Items			Remote Sets Only When	
12	Turn Off All Electronic Equipment			Needed	
	And Keep Inside Bunkers Or Armored Vehicles To Protect Against Electromagnetic		9	Bury Cables And Wires At Least 18 Inches	
	Pulse (EMP)				
Notes:	:Si			Never Leave Connected  Cable Or Wire On A Reel	

12								<u>-</u>		
•	P 1/2		>							
12.7.1	EMP PROTECTIVE	MEASURES	ACTION	Disconnect Antenna(s)	Use Highest Freq Possible	Disconnect Everything From Spare Equipment	Keep Cable And Wire Lengths Short	Remote Sets Only When Needed	Bury Cables And Wires At Least 18 Inches	Never Leave Connected Cable Or Wire On A Reel
	Ш		ITEM	-	2	က	4	C)	9	7
$\frac{C}{2}$										

1	P 1/2	>						
12.8.1	MARK RADIOLOGICALLY CONTAMINATED AREA	ACTION	Locate/Identify Contaminated Area	Select Marker Labeled "ATOM"	Print Information So Word "ATOM" Faces Towards You In An Upright Position	Print Dose Rate In Centigrays Per Hour (Rads Per Hour)	Print Date And Time (State If Local Or Zulu Time) Of Detonation	If You Do Not Know The Date And Time Of Detonation, Print "UNKNOWN"
	MAI	STEP	-	2	က	4	သ	9

P 2/2					_
MARK RADIOLOGICALLY CONTAMINATED & REA	Position Markers So That Information Faces Away From Contaminated Area	Place Markers At Locations Where Dose Rate Measures 1 Centigray Per Hour (Rad Per Hour) Or More	Attach Markers To Objects So Others Can Easily See Them From All Routes Through The Contaminated Area	Place Each Marker So That Others Can See It From The Previous Marker	
COL	7	8	б	10	

12								
	P 1/2	>						
12.9.1	BIOLOGICAL/CHEMICAL CONTAMINATED AREA	ACTION	Locate/Identify Contaminated Area	Is Contamination Biological? If YES, Go To STEP 3. If NO, Go To STEP 4.	Select Marker Labeled "BIO" For Biological Contamination	Select Marker Labeled "GAS" For Chemical Contamination	Print Information On Marker So That Word On Marker Faces Towards You In An Upright Position	Print Type Of Agent Detected, If You Do Not Know, Print "UNKNOWN"
	BIO CO	STEP	-	2	3	4	S	9
CA								

STEP 8 Pri 9 Pri 2 Z Z Z E E E E E E E E E E E E E E E E		כ כ
	ACTION	7 7 Z
		>
	Print Date Of Detection Beneath Type Of Agent	
	Print Time (State If Local Or Zulu Time) Of Detection Beneath Date	
10 Po	Position Markers So That Information Faces Away From Contaminated Area	
11 Att C	Attach Markers To Objects So Others Can Easily See Them From All Routes Through Contaminated Area	-
12 Pla C C P	Place Each Marker So That It Can Be Seen From The Previous Marker	

12.9.2

UNMASKING W/CHEMICAL Is Chemical Agent Detected? If YES, Do Not Unmask AGENT DETECTOR KIT If No Symptoms, Tell Other Soldiers Unmask For 5 Minutes, Then Remask In The Shade, Have 2-3 If NO, Go To STEP 2. Chemical Symptoms Soldiers To Unmask Be Alert For Chemical Check Soldiers For 12.10.1 ACTION For 10 Minutes Symptoms STEP 2 က 4 S

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P 1/2					12
UNMASKING W/O CHEM AGENT DETECT KIT ACTION  With Eyes Open, Have 2-3 Soldiers Hold Their Breath And Break Seal Of Mask	For 15 Seconds In Shade, Have Soldiers Reseal, Clear, And Check Masks For 10 Minutes	Check Soldiers For Chemical Symptoms	If No Symptoms, Have Soldiers Break Seal Of Mask, Take 2-3 Breaths	Repeat STEPS 2-3	12.11.1
UNI A STEP 1	7	m	4	2	

12	<u> </u>	P 2.2	V									
12.11.2	UNMASKING W/O CHEM		P ACTION	If No Symptoms, Have	Soldiers Unmask For 5	Minutes And Remask For 10 Minutes In Shade	Check Soldiers For Chemical Symptoms	If No Symptoms, Tell All Soldiers To Unmask	Do Alort For Chomical	Symptoms	es:	
	S		STEP	9			_	ω	0	n '	Notes:	
12			I (S)		· · · · ·							
12				7/1 4	<b>&gt;</b>							
12			UNMASKING W/O CHEM   5.1.2   S	AGENT DETECT KIT	ACTION	With Eyes Open, Have 2-3 Soldiers Hold Their Breath	And Break Seal Of Mask For 15 Seconds	In Shade, Have Soldiers Reseal, Clear, And Check	Masks For 10 Williams	Check Soldiers For Chemical Symptoms	If No Symptoms, Have	Soldiers Break Seal Of

Q	OPERATING A 174/PD	D 1/3	
	RADIACMETER	>	
STEP	ACTION		
1	Open Snaps And Snap Top Of Carrying Case On Fastener		
2	Turn "SET" Control Clockwise And Let Radiacmeter Warmup For 2 - 20 Minutes		
3	Hold Function Switch To "ZERO"		
4	Adjust "SET" Control Until Meter Shows "0"		
5	Release Switch So Pointer Falls Back To "0"		
9	Set Function Switch To "ELEC CAL"		
7	Does Pointer Show "500"? If YES, Go To STEP 9. If NO, Go To STEP 8.		
	12.12.1	'	12

12									
•	P 2/3	>							
12.12.2	OPERATING A 174/PD RADIACMETER	-	If Pointer Does Not Show "500"	Take Off Cap From "CALIB" Control On Front Panel	Turn Control Button Until Pointer Shows "500"	Replace Cap On Button	Hold Function Switch To "LINEARITY"	Is Pointer Within Red Mark? If YES, Go To STEP 11. If NO, Change Batteries, And Go To STEP 1.	Set Function Switch To "READ"
	OF	STEP	8	8A	8B	8C	ი	10	=
12				-					

P 3/3			
OPERATING A 174/PD RADIACMETER  FEP ACTION  Take Readings While Turning	Read Meter Face Up At Waist Level List Highest Reading You Obtain	List Grid Coordinates Of Reading Location Turn "SET" Control To "OFF"	Resnap Carrying Case Report Your Reading
OP STEP 12	13	15	17

2 INSTALLING BATTERIES | P 1/2 Turn It To Left And Lift It Off Remove Battery Box From Radiacmeter Press Down On Lock Plate, Positive (+) And Negative Making Sure Locating Pin On Battery Box Goes 174/PD RADIACMETER
STEP ACTION **Loosen Thumbscrew And** Put In Batteries Matching Replace Retaining Plate Lift Out Retaining Plate In Locating Hole On 12.13.1 Retaining Plate (-) Marks 4 က S

TO SEE SECTION OF THE PROPERTY 
	INSTALLING BATTERIES ,	
174	174/PD RADIACMETER	
STEP	ACTION	
9	Replace Lock Plate	
7	Press Down On Lock Plate Turning Right Until It Locks	
8	Wrap Cable Around Battery Box	
6	Hand Tighten Thumbscrew	
10	Put Radiacmeter Back Into Carrying Case	<u> </u>
Notes:		1

12		. ·						
	P 1/3	*						
12.14.1	OPERATING A 174A/PD RADIACMETER	ACTION	Open Snaps And Push Back Top Of Carrying Case	Snap Top Of Carrying Case On Fastener At Rear	Let Radiacmeter Warm Up For At Least 2 Minutes (20 Minutes If You Can)	Turn Zero Control Clockwise For Warmup	Hold Function Switch To "ZERO"	Adjust Zero Control Until Meter Shows "0"
	OPE	STEP	₩-	2	3	4	S	5 <b>A</b>
77								

							12
P 2.3	3						
OPERATING A 174A/PD RADIACMETER	ACTION	Release Switch While Watching Pointer, It Must Swing Between "5" And "10", Then To "0"	Press And Hold Function Switch To "CHECK"	Does Pointer Fall Within "CHECK" Band On Scale? If YES, Go To STEP 9. If NO, Go To STEP 8.	Replace Batteries And Repeat STEPS 3-5	Release Function Switch, Pointer Must Fall To "0"	12.14.2
OPE	STEP	5B	9	7	8	6	
<del> </del>	107						12

12									
•	P 3/3	3							
		-}							
12.14.3	OPERATING A 174A/PD RADIACMETER		Take Read In A Circl	Read Meter Face Up At Waist Level	List Highest Reading You Obtain	List Grid Coordinates Of Reading Location	Turn Zero Control To "OFF"	Resnap Carrying Case	Report Your Reading
	OPE	STEP	10	=	12	13	14	15	16
12									

								2
INSTALLING BATTERIES IN 174A/PD RADIACMETER	ACTION	Unscrew Battery Cover On Bottom Of Radiacmeter	Lift Clips And Slide Batteries Into Place	Match Up Positive (+) And Negative (-) Marks	Put Battery Cover Back Onto Radiacmeter, Do Not Pinch Wires	Tighten Battery Cover	Put Radiacmeter Into Carrying Case	12.15.1
NS -	STEP	<b>-</b>	2	3	4	S	9	
								12

2 DOSIMETER CHARGER **USING A PP-1578/PD** Check Unit SOP To Determine How Often You Recharge Indicator On Dosimeter Is Set Use A Flashlight To Illuminate Turn Handle On Charger Until Remove Dust Cover On Your Dosimeter Place Dosimeter In Charger Record Time Of Recharging Record Date Of Recharging ACTION 12.16.1 Dosimeter Scale Dosimeter To Zero STEP 9 / Ŋ က ~ 12

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ORIENT MAP BY MAP- TERRAIN ASSOCIATION Place Map Horizontally Look At Map And Ground To Both Map And Ground Features And Ground Features Are in Same Position You Have Oriented Your Map When Map North And South Correspond To North And South On Ground								
	ORIENT MAP BY MAP-	EHHAIN ASSOCIATION	ACTION	Place Map Horizontally	Look At Map And Ground	Find Two Features Common To Both Map And Ground	Rotate The Map Until Map Features And Ground Features Are in Same Position	You Have Oriented Your Map When Map North And South Correspond To North And South On Ground
1 TI STEP 1 1 2 2 3 3 3 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	·	_	STEP	-	2	3	4	C)

13.1.1

Point Compass North Arrow Toward Compass Reading Must Equal **USING A COMPASS** Place Compass Parallel To A North-South Line Pointing Equal 360 Minus STEP 4. **ORIENT A MAP** Compass Reading Should ACTION Place Map Horizontally Magnetic North Arrow If YES, Go To Step 6. If NO, Go To STEP 7. Is G-M Angle Easterly? G-M Angle (STEP 4) Toward Top Of Map 13.2.1 List G-M Angle 360 -4  $\alpha$ က 13

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ORIENT A MAP USING A PROTRACTOR	ACTION	Draw A Magnetic North Line On Map From Any North- South And East-West Grid Line Intersection	Align Compass Straightedge Along STEP 1 Line	Rotate Map And Compass Together Until North Arrow Falls Beneath Fixed Black Index Line On Compass	You Have Now Oriented Your Map To The Ground	
Ď	STEP	-	2	က	4	

13										
13.4.1	LOCATING POINTS P 1/2	BY INTERSECTION	ACTION	Determine G-M Angle	Locate And Mark Your Position On The Map	Measure Magnetic Azimuth To An Unknown Point	Convert Magnetic Azimuth To Grid Azimuth	Is G-M Angle Easterly? If YES, Go To STEP 6. If NO, Go To STEP 7.	Add G-M Angle (STEP 1) To Magnetic Azimuth For Easterly Angle  + =	
	Ľ	B	STEP	1	2	ဗ	4	5	9	
13									<del></del>	

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VOWN CTION DN DN DN Dositions lark On Map kzimuth To cations ly? P.6. P.6. P.7.		<del></del>	<del>, -,</del>						~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
LO PO 3 3 2 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4	13.5.1	CATING UNKNOWN P 1/2	ACTION	Determine G-M Angle	Locate 2 Unknown Positions On Ground And Mark On Map	Measure Magnetic Azimuth To One Of Known Locations	Convert Magnetic Azimuth To Grid Azimuth	Is G-M Angle Easterly? If YES, Go To STEP 6. If NO, Go To STEP 7.	Add G-M Angle (STEP 1) To Magnetic Azimuth For Easterly Angle + = =
		5 0 0	STEP	-	2	3	4	သ	9

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LOCATING UNKNOWN   P 2/2	POINT BY RESECTION	ACTION	Subtract G-M Angle (STEP 1) From Magnetic Azimuth For Westerly Angle	Change Grid Azimuth To Back Azimuth	Place Protractor On Map With 0-Degree Pointing North And Index Point Placed On Center Of Mass	Place Tickmark On Number Of Degrees To Plot	Remove Protractor And Draw A Line From Back Azimuth Position In Direction Of Unknown Position	Repeat STEPS 3-11 For 2nd And 3rd Positions That You Know	13.5.2
2	PO	STEP	7	ω	6	10	11	12	
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13.6.1	LOCATE A POINT BY	STRAIGHTEDGE METHOD	ACTION	Locate Your Position On Map	Lay Straightedge On Map With One End At Your Position As Pivot Point	Rotate Straightedge Until You Sight Unknown Point Along Straightedge	Draw A Line Along Straightedge	Repeat STEPS 1-4 For 2 Other Positions Keeping Unknown Point In Sight	Where Lines Cross Is Location Of Unknown Point	Read Coordinates Of Point Where Lines Cross
		ST	STEP	1	2	3	4	5	9	7
<u>m</u>										

1					
FIND TARGET BY GRID COORDINATES ACTION	Orient Map Identify Target With Terrain Feature On Ground	Locate Terrain Feature On Map	Plot Target On Map In Relation To Terrain Feature On Ground	Compute Grid Coordinates Of Target Point On Map	List Grid Coordinates
STEP	1 2	3	4	5	9

	13.9.1	COMPUTING CURRENT P 1/2	ACTION	List Current Year	Year Map Was Made	Subtract Step 2 From Step 1		List Annual Magnetic Change In Mils	ep 4 By	X	List G-M Angle For Year Map	Made	Is Annual Change Easterly? If YES, Go To STEP 8. If NO. Go To STEP 9.		
8 2 2 3 5 6 6 6 7	13	los "	STEP	-	2	က		4	S		9		7		
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			COMPUTING CURRENT 820	G-M ANGLE (MILS)	ACTION Subtract STED 5 From STED 6	To Compute Easterly G-M Angle	"	Add STEP 5 To STEP 6 To	= +	Place G-M Angle For Each Map	t You	Edition Series Sheet G-M Angle			
			=	_	1 1 -	•		1		, —		-,			1

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13.9.1	COMPUTING CURRENT P 1/2 G-M ANGLE (MILS)	ACTION	List Current Year	Year Map Was Made	Subtract Step 2 From Step 1	List Annual Magnetic Change In Mils	Multiply Step 4 By Step 3	List G-M Angle For Year Map Made	Is Annual Change Easterly? If YES, Go To STEP 8. If NO, Go To STEP 9.
	8	STEP	-	2	3	4	5	9	7
13		•				<u> </u>	<del></del>	<u>.                                    </u>	L

13																
13.10.1	COMPUTING A	BACK AZIMUTH (DEGREES)	ACTION	List Azimuth		Is Azimuth Less Than 180	If YES, Go To STEP 3.	If NO, Go To STEP 4.		180 =	Subtract 180 Degrees From Azimuth In STEP 1.	- 180 =	List Back Azimuth			
13		BAC	STEP	1	.	7			က		4		5			
			COMPUTING CURRENT   2.2	-M ANGLE (MILS)	STEP ACTION	8 Subtract STEP 5 From STEP 6	I o Compute Easterly G-M Angle	=	9 Add STEP 5 To STEP 6 To Compute Westerly G-M Angle	= +	10 Place G-M Angle For Each Map Sheet You Use Below:	Edition Series Sheet G-M Angle			13.9.2	-
			O		S				1						رن ا	

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COMPUTING A BACK AZIMUTH (MILS)
List Azimuth
Is Azimuth Less Than 3200 Mils? If YES, Go To STEP 3. If NO, Go To STEP 4.
Add 3200 Mils To Azimuth In STEP 1. + 3200 =
Subtract 3200 Mils From Azimuth In STEP 1. - 3200 =
List Back Azimuth
1

COMPUTING A  BACK AZIMUTH (MILS)  List Azimuth  List Azimuth  List Azimuth  List Azimuth  Add 3200 Mils To Azimuth  Add 3200 Mils From  Subtract 3200 Mils From  STEP  ACTION  AVITH A PROTRACTOR  ACTION  Draw A Straight Line  ACTION  ACTION  ACTION  ACTION  ACTION  Draw A Straight Line  ACTION  A	13									T		-
<u>C</u>	13.12.1	MPUTING AN AZIMUTH	WITH A PROTRACTOR	ACTION	Draw A Straight Line Between The Two Points	Place Protractor Center	On Point Where STEP 1 Intersects Any North- South Line	Align 0-Degree Or 0-Mil	Mark on Same North- South Line As STEP 2	Read Protractor Where	Azimuth Line Crosses The Scale	
		00	<b>&gt;</b>	STEP	<del>-</del>	2		က		4		

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CONVERTING GRID TO	MIAGINE IIC AZIMO I H ACTION	List Grid Azimuth Reading	Aim Compass At Target	List Compass Reading	List G-M Angle	is G-M Angle Easterly? If YES, Go To STEP 6. If NO, Go To STEP 7.	Subtract STEP 4 From STEP 1  To Compute Easterly Azimuth	Add STEP 4 To STEP 1 To Compute Westerly Azimuth
ٽ ⁻ 	STEP	-	2	3	4	2	9	7

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ONVERTING GRID TO  MAGNETIC AZIMUTH  ACTION  List Grid Azimuth Reading [	13.14.1	INVERTING MAGNETIC	TO GRID AZIMUTH		Aim Compass At Target	List Compass Reading	List G-M Angle	Is G-M Angle Easterly? If YES, Go To STEP 5.	If NO, Go To STEP 6.	Add STEP 3 To STEP 2 To Compute Easterly Azimuth	" +	Subtract STEP 3 To STEP 2 To Compute Westerly Azimuth	11
ONVERTING GRID TO MAGNETIC AZIMUTH  ACTION  List Grid Azimuth Reading [	·	2		STEP	γ-	2	ဗ	4		ည		9	
CONVERTING GRID TO MAGNETIC AZIMUTH  STEP ACTION  1 List Grid Azimuth Reading  2 Aim Compass At Target  3 List Compass Reading  4 List G-M Angle Easterly?  If YES, Go To STEP 6.  If NO, Go To STEP 7.  6 Subtract STEP 4 From STEP 1  To Compute Easterly Azimuth  ————  7 Add STEP 4 To STEP 1 To Compute Westerly Azimuth Compute Westerly Azimuth													
CONVERTING GRID TO MAGNETIC AZIMUTH  STEP ACTION  1 List Grid Azimuth Reading  2 Aim Compass At Target  3 List Compass Reading  4 List G-M Angle Easterly?  If YES, Go To STEP 6.  If NO, Go To STEP 7.  6 Subtract STEP 4 From STEP 1  To Compute Easterly Azimuth  7 Add STEP 4 To STEP 1 To Compute Westerly Azimuth													
STEP 3 3 7 5 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7													
				SONVERTING GRID TO	MAGNETIC AZIMUTH		Aim Compass At Target	List Compass Reading	List G-M Angle	Is G-M Angle Easterly?	If NO, Go To STEP 7.	Subtract STEP 4 From STEP 1 To Compute Easterly Azimuth	Add STEP 4 To STEP 1 To

	<del></del>		13
Determine Map Distance To Travel  To Compute 20% Of STEP 1, Multiply STEP 1 By .2  X .2 =	Add STEP 1 To STEP 2 To Convert Map Distance To Ground Distance	Use Odometer To Gauge Proper Distance	13.15.1
2	က	4	

TWO POINTS ON GROUND
STEP ACTION Make Thorough Map Recon Of Area Between Start And Finish NAVIGATING BETWEEN Between Start And Finish And Move From Start Through Each Locate Start And Finish Points Determine Distance Between Start And Finish Select Check Points Along Any Intermediate Points Convert Grid Azimuth To **Determine Grid Azimuth** Point Until Finished 13.16.1 Magnetic Azimuth Intended Route On Map က 4 S 9 ~

Plot Course With Map Make Up The Route On The Ground As You Go Check Compass Rely On Your Sense Every 30 Paces In CloseTerrain Check Map At Every Rely On Your Sense Identifiable Feature Of Direction Of Direction To The Next Assumption Count Paces And Rely On Instirct To Estimate Distance Travelled	LAND NAVIGATION DOS AND DON'TS	ATION P 1/2
Map rs rs rs rs rs rc rs	00	DON'T
In ture		Make Up The Route On The Ground As You Go
rure ce	Check Compass Every 30 Paces In Close Terrain	Rely On Your Sense Of Direction
e 93	Check Map At Every Identifiable Feature	Rely On Your Sense Of Direction
<b>8</b>	Locate Each Leg Before Going On To The Next	Estimate Position And Proceed On An Assumption
	Count Paces And Estimate Distance	Rely On Instinct To Judge Distance Travelled

13.17.1

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3									
13.17.2	LAND NAVIGATION P 2/2 DOS AND DON TS	T.NOG OG	If The Ground Does Blame The Map Or Not Conform To The Compass And Map—STOP. Go Carry On	Back Over The Course In Your Mind And Find Out Where	The Error Occurred, Recon To Find A Landmark.	Remember:	1. The Compass Is Right.	2. The Map Is Right.	3. You Are Wrong!
13									

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NAVIGATING WITH	ACTION	Dismount And Move Away From Vehicle	Set Azimuth On Compass	Pick Steering Mark In Distance On Azimuth	Remount And Proceed To Steering Mark In Straight Line	Repeat STEPS 1-4 If You Reach Steering Mark Or Your Direction Changes	Continue Until End Is Reached	13.18.1
	ITEM	-	2	က	4	သ	9	
			<u> </u>					33

NAVIGATING WITH STEERING MARKS  ACTION Dismount And Move Away From Vehicle Set Azimuth On Compass Steering Mark In Distance On Azimuth Steering Mark In Strenght Line Repeat STEPS 1-4 If You Reach Steering Mark Or Your Direction Changes  NAVIGATING WITH The Many Compass STEERING MARKS  ACTION The Many From Action The Machine Azimuth For Direction Of Travel The Machine Azimuth Steering Mark In Strenght Line Steering Mark Or Strenght Line Steering Mark Or Strenght Line Steering Mark Or Strenght From Azimuth Computed In STEP 3 INTEP 3 INTER 1 INTEP 3 INTER 1 INTER	13						ī							
<b>T</b> 3 2 7 1 1 EV	13.19.1	AVIGATING WITHOUT	STEERING MARKS	ACTION	Dismount And Move Away From Vehicle		Determine Azimuth For Direction Of Travel	Add Or Subtract 180 Degrees To Determine Forward Azimuth	Line Up Vehicle On Azimuth		Drive Vehicle Along Azimuth	Azimuth Will Vary Slightly	From Azimuth Computed In STEP 3	
<u></u>		Z		Σ	<u>-</u>				 <u> </u>	$\top$				
NAVIGATING WITH STEERING MARKS ACTION Dismount And Move Away From Vehicle Set Azimuth On Compass Pick Steering Mark In Distance On Azimuth Remount And Proceed To Steering Mark In Straight Line Repeat STEPS 1-4 If You Reach Steering Mark Or Your Direction Changes			l				- 1		Į.			ŀ		
NAVIGATING WITH STEERING MARKS ACTION Dismount And Move Away From Vehicle Set Azimuth On Compass Pick Steering Mark In Distance On Azimuth Remount And Proceed To Steering Mark In Straight Line Repeat STEPS 1-4 If You Reach Steering Mark Or Your Direction Changes	13													
	13					<b>&gt;</b>								

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BY N	>							je je	'
MOUNTED NAVIGATION BY TERRAIN ASSOCIATION	ACTION	Determine Start Point And Destination	Draw A Straight Line Between Start And Destination	Analyze Terrain For Ease Of Movement, Recognizable Terrain Features, And Tactical Considerations	Follow Features In Terrain	Break Route Into Smaller Segments	Determine Distance Between Each Segment And Total Distance Using Odometer	Plan For Any Problems On Route	13.20.1
DM T	STEP	-	2	က	4	5	9	7	
				<u> </u>					13

13								<u> </u>		
	P 1/3		7							
13.21.1	DIRECTION FINDING WITHOUT A COMPASS	SHADOW-TIP METHOD	ACTION	Place Stick Vertically in Ground Facing Sun	Mark 1st Stick Shadow Point (West)	Wait 10-15 Minutes	Mark 2nd Shadow Point (East)	Draw East-West Line Through 2 Points	Draw 2nd Line at Right Angle To 1st Line (North-South Line)	Find The Direction You Want Using North-South And East- West Lines
			STEP	-	2	က	4	က	9	~
13						-				

S 2/3	ERN)	>		Hour	ERN)	>		Jour			12
DIRECTION FINDING WITHOUT A COMPASS	WATCH METHOD (NORTHERN	ACTION	Point Hour Hand At Sun	South Is Halfway Between Hour Hand and 12 O'Clock	WATCH METHOD (SOUTHERN	ACTION	Point 12 O'Clock At Sun	North Is Halfway Between Hour Hand And 12 O'Clock	.:0		13212
HIO HI	WA	STEP	-	2	WA	STEP	1	2	NOTES:	:	

•	P 3/3		>							
13.21.3	DIRECTION FINDING WITHOUT A COMPASS	NORTH STAR METHOD	ACTION	Locate The Big Dipper	Locate The 2 Pointer Stars (In The Cup Farthest From The Handle Of The Big Dipper)	Locate The North Star (5 Times The Distance Between The Pointer Stars Away From The Cup)	Face The North Star	East Is On Your Right	West Is On Your Left	South Is To Your Rear
	الم الم		STEP	-	2	ဗ	4	2	9	7

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P 1/3	>								01		
EVALUATE CASUALTY	ACTION	CHECK RESPONSIVENESS	Ask If Casualty Is Alright	Shake/Tap On Shoulder	Watch For Response	Is Casualty Conscious? If YES, Go To STEP 1E. If NO, Go To STEP 1G.	If Conscious, Ask Where Casualty Hurts Or Feels Different Than Usual	Watch For Response	If Unconscious, Go To STEP 2	CHECK BREATHING AND PULSE	14.1.1
EV	STEP	-	1A	18	2	5	<u>=</u>	#	1G	2	
		-			- · · ·						14

4 P 2/3 If Not Breathing, Begin Treating Look For Entry/Exit Wounds **EVALUATE CASUALTY** Look For Rise/Fall Of Chest Look For Spurting Blood Or Blood-Soaked Clothes If Bleeding, Begin Treating Look/Listen For Breathing Is Casualty Breathing?
If YES, Go To STEP 2B.
If NO, Go To STEP 2D. CHECK FOR FRACTURES CHECK FOR SHOCK 14.1.2 ACTION CHECK BLEEDING STEP **2**A 28 2C 2D 34 3B 30 4 က S

P 3/3	>									
EVALUATE CASUALTY   1	ACTION	Back/Neck-DO NOT Move If Suspect Neck Or Back Injury	Arm And Leg/Closed Or Open	If You Suspect Fracture, Begin Treating	CHECK FOR BURNS	Look For Reddened/Blackened Skin Or Singed Clothing	If Burns Found, Begin Treating	CHECK FOR CONCUSSION	Watch For Symptoms Which Require Medical Aid	SEEK MEDICAL AID ASAP
EV.	STEP	5A	5B	2C	9	6 <b>A</b>	89	2	7.A	8

14.1.3

14	<b>,</b>							,			
		>									
14.2.1	SYMPTOMS OF SHOCK	SYMPTOM	Sweaty, Cool Skin	Paleness Of Skin	Restlessness/Nervousness	Thirst	Loss Of Blood	Confusion	Fast Breathing Rate	Blotchy, Bluish Skin, Especially Around Mouth	Nausea And/Or Vomiting
		ITEM	-	7	က	4	5	9	7	8	6
4							<del></del>				

	PREVENTING SHOCK	
STEP	ACTION	3
-	Position Casualty By Moving To Covered Area	
7	Lay Casualty On Back Unless Sitting Position Allows Easier Breathing	
ო	Elevate Feet Higher Than Heart Using Stable Object	
4	Loosen Tight Clothing At Neck, Waist, And Ankles Unless In Chemical Environment	
သ	Keep Casualty From Chilling Or Overheating	
9	Watch Casualty For Life- Threatening Conditions	
_	Seek Medical Aid	
	14.3.1	] \

4 **CRAMPS OR EXHAUSTION** Skin Is Pale, Moist, And Clammy SYMPTOMS OF HEAT Loss Of Appetite And Nausea Muscle Cramps In Abdomen, Much Sweating And Thirst Headache And Dizziness SYMPTOM **HEAT EXHAUSTION** 14.4.1 Legs, Or Arms Much Sweating HEAT CRAMPS Cramps Weak ITEM 7 1<u>B</u> **2**A 2B 2C 2D 2E 2F N 14

						<del></del>		14
FIRST AID FOR HEAT CRAMPS OR EXHAUSTION	ACTION	Move Victim To A Shaded Area	Loosen Victim's Clothing	Is Victim Conscious? If YES, Go To STEP 4. If NO, Go To STEP 5.	If Conscious, Give 3-5 Canteenfuls Of Cool Salt Water In Next 12 Hours	If Unconscious, Seek Medical Aid ASAP	If No Aid Available, When Conscious, Go To STEP 4	14.5.1
CR	STEP	-	2		4	5	9	
								14

14 Victim May Collapse Or Pass Out Quickly Or After Headache SYMPTOMS OF **HEAT STROKE** NOTE: THIS IS A MEDICAL EMERGENCY! SYMPTOM 14.6.1 Skin Is Hot And Dry Sweating Stopped Mental Confusion Fast Pulse Dizziness Vomiting Nausea TEM N က 4 S ဖ ω 14

AND CHECK CONSTITUTE ASSESSED CONTRACT COSSISSA CONTRACTORIO CONTRACTO

FIRST AID FOR HEAT STROKE	ACTION	Can Victim Be Immersed In Water? If YES, Go To STEP 2.	If NO, Go To STEP 3.	Immerse Victim In Cold Water, Add Ice If Possible	If Cannot Immerse, Move To A Shaded Area, Remove Clothing, Sprinkle Victim	With Water And Fan MEDEVAC Victim, Cool All	The Way When Conscious, Give	Victim Cool Water
	STEP	-	,	2	က	4	5	

14 SYMPTOMS OF FROSTBITE Numbness In Affected Area Grayish Coloring Of Skin In Dark-Skinned Soldiers Areas Of Skin Which Are Firmer Than Surrounding Areas Itchy Skin In Affected Area **Swollen Or Tender Areas** Redness Of Skin Or Pale, Waxy Skin In Light-Skinned Soldiers SYMPTOM 14.8.1 Blisters ITEM 2 က Ŋ ဖ / 4 14

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E										]'
FIRST AID FOR FROSTBITE	ACTION	Move Victim To Sheltered Area	Warm Affected Areas Using Body Heat	Cover And Keep Victim Warm	Place Affected Hands In Clothing	Place Feet Under Clothing Against Another Soldier	Cover And Keep Casualty Warm	Seek Medical Aid ASAP	Do Not Cause Further Injury By Rubbing Or Soaking Frostbitten Part	14.9.1
FIR	STEP	1	2	2A	2B	2C	3	4	2	
				_				, <u> </u>		14

14.10.1	SYMPTOMS OF	SYMPTOM	Unreasonable Behavior	Lethargy-Lack Of Response	To Orders	Stumbling Or Falling	Irrational Outbursts Of Energy	Slurred Speech	Uncontrollable Shivering		Dimness Of Vision
14		ITEM	<u> </u>	2 Le		3	4	5	л 9		<u>a</u> -
	<del></del>		>						— Ţ		
		世		j					- 1	⊑	1
		FIRST AID FOR FROSTBITE	ACTION	Move Victim To Sheltered Area	Warm Affected Areas Using Body Heat	Cover And Keep Victim Warm	Place Affected Hands In Clothing	Place Feet Under Clothing	Against Another Soldier	Cover And Keep Casualty Warm	Seek Medical Aid ASAP

4 3 NOTE: SEND SECURE OR ENCRYPT ALL ITEMS. REPORT ONLY INFO/AMOUNT(S)/ Litter, 8=Forest/Jungle Penetrate] BREVITY NUMBER(S) THAT APPLY. Pick-Up Site Radio Frequency, Location Of Pick-Up Site [UTM] Special Equipment Required [5=None, 6=Hoist, 7=Stokes Number Of Patients By Priority [(#)-1=Urgent, 2=Priority, 3= [(#)-9=Litter, 0=Ambulatory (Sitting)] Number Of Patients By Type REQUEST ARMY **AIR MEDEVAC** Call Sign, And Suffix 14.12.1 ITEM **Coordiates**] Routine LINE ~ က 4 ເດ

						14
P 2/2	3					
REQUEST ARMY AIR MEDEVAC	ITEM	Security Of Pick-Up Site [1=No Enemy In Area, 2=Possible Enemy In Area, 3=Enemy In Area, 4=Enemy In Area (Armed Escort Required)]	Method Of Marking Pick-Up Site [5=Panels, 6=Flare Signal, 7=Smoke Signal, 8=Signalman, 9=Strips Of Fabric/Parachute, 0=Branches/Wood/Stone Put Together, 1=Signal Lamp/Flashlight, 2=Vehicle Lights, 3=Open Flame]	Patient Nationality And Status [4=US Mil, 5=US Civ, 6=Non- US Mil, 7=Non-US Civ, 8=EPW]	CBR Contamination [9=Chem, 0=Bio, 1=Radiation]	14.12.2
	LINE	9	2	8	6	
						14

14									
	P 1/4	3							
14.13.1	SET UP A HELICOPTER PLANDING SITE	╙	Select Landing Site	Size Of Landing Site	Requires Level Landing Area At Least 30M In Diameter	Use 10 To 1 Ratio To Lay Out Landing Site When Obstacles Are In Approach/Departure Routes	Ground Slope Of Landing Site	Must Be No More Than 15 Degrees	Is Ground Slope Under 7 Degrees? If YES, Go To STEP 3C. If NO, Go To STEP 3D.
	SE	STEP	-	2	2A	2B	က	3A	38
14									

	RA.				<del></del>	<b>,</b>	1	<u> </u>	14
SET UP A HELICOPTER P 2/4	ACTION	Land Helicopter Upslope	Land Helicopter Sideslope	Surface Conditions	Is Ground Firm Enough? If YES, Go To STEP 4B. If NO, Go To STEP 4C.	Will Keep Helicopter From Bogging Down During Loading And Unloading	Tell Pilot Ground Is Not Firm And To Hover Over Landing Site During Loading And Unloading	Avoid Dusty, Sandy, Or Snow- Covered Areas	14.13.2
SE	STEP	3C	ЗБ	4	4A	4B	4C	4D	
									14

14									
	P 3/4								
14.13.3	SET UP A HELICOPTER PLANDING SITE	ACTION	Remove Loose Debris From Landing Site	Obstacles	Remove Tall Trees, Telephone Lines, Powerlines Or Poles, And Similar Obstructions On Approach/Departure Ends	Clearly Mark Obstructions That You Cannot Remove	Establish Security Around Entire Landing Site	Mark Landing Site And Touchdown Point	Base Markings On Mission, Capabilities, And Situation
	SE	STEP	4E	ည	5A	5B	9	7	7.A
4				<del></del>					

14.13.4	
ij	Notes:
Explain Marking System To Pilot When You Make Contact	7E
Use Strobe Lights, Flashlights, Or Vehicle Lights To Mark Landing Site	02
At Night, Mark Landing Site And Touchdown Point With Inverted "Y" Composed Of Four Lights	7C
Mark Landing Site With Smoke And A Signalman	78
	STEP
SET UP A HELICOPTER P 4/4 LANDING SITE	

15								
•	P 2/2	>						
15.1.2	PLANNING FOR CONOPS		Do Not Let Soldiers Sleep In Vehicles	If Mounted, Have Soldiers Dismount And Pitch A Lean-To For Sleeping	When Soldiers Are Tired, Give Simple Orders In A Firm Manner	Make Subordinates Repeat Back All Orders	:Se	
		ITEM	9	^	8	<b>o</b>	Notes:	
15								

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SYMPTOMS OF SLEEP LOSS	NOTAMYS	Being Negative	Forgetfulness	Hallucinations	Ignoring Orders	Mood Changes	Not Alert	Not Understanding What Is Said	Slow Response Time	Very Irritable	Very Short Attention Span	7007
	TEM	1	2	3	4	5	9	7	8	6	5	

15									
	P 1/2	>							
15.3.1	SYMPTOMS OF STRESS F	SYMPTOM	Changes In Eating Behavior	Feeling Angry At Everyone	Feeling Anxious, Depressed, Irritable, Or Annoyed	Feeling Tense Or Frustrated With No Outlet	Feeling Tired Even After Rest	Low Self-Confidence And Feeling Lonely	Not Caring About Anyone/ Anything
	SYI	ITEM	1	2	က	4	2	9	2
15					<u> </u>				_

8 Physia BA Diar BB Hea	SYMPTOM	3
	Physical Problems	
<u> </u>	Diarrhea	
	Headaches	
8C Nau	Nausea	
8D Pou	Pounding Heart	
9 Recur Nigh	Recurrent Bad Dreams/ Nightmares	
10 Unabl	Unable To Concentrate/ Forgetfulness	
Notes:		

15											
_											7
15.4.1	SYMPTOMS OF STRESS IN UNIT	SYMPTOM	Frequent Conflicts Within Unit	High AWOL And Sick Call Rates	Increase In Soldiers' Complaints	Insubordination	Poor Productivity And Lack Of Pride In Work	Sensitivity And Resenting Criticism	Soldiers Exhibit Lack Of Unit Pride	Soldiers Ignore Orders, SOPs, And Policies	
	S	ITEM	1	7	3	4	rs.	9	7	8	
15											_

	Make Decisions About How
	Offer Suggestions For Solutions
	Point Out Plans For Dealing With Problem
	Talk About Problem And How To Resolve It
	Determine Reason(s) For Problem
	Calm Stressed Soldier
	Encourage Communication
	TEM ACTION 1 Be A Good Listener
	DEALING WITH STRESS
15 15.5.2 15. 15. 15. 15. 15. 15. 15. 15. 15. 15.	

19	16.1.1	]_9
	Engage Hostile Jet Aircraft Not Attacking Your Position	4
	Engage When Friendly ADA Units Are Engaging Enemy Aircraft In Your Area	ဗ
	Immediately Engage All Helicopters Positively Identified As Hostile	2
	Immediately Engage All Attacking Aircraft	-
15 T	ACTION	STEP
	In The Absence Of Such Guidance, Follow The Steps Below:	Foll
	Aircraft Are In Your Unit SOP Or Issued In Your Commander's Order.	Aire Issu
	ENGAGING AIRCRAFT	ш

AIR DEFENSE WARNING
WARNING MEANING
RED Attack By Hostile
Aircraft Or Missiles Is
IMMINENT Or IN
PROGRESS
YELLOW Attack By Hostile
Aircraft Or Missiles Is
PROBABLE
WHITE Attack By Hostile
Aircraft Or Missiles is
IMPROBABLE
Notes:

							16
	>						
WPNS CONTROL STATUS	ACTION	You May Fire At Any Aircraft NOT Positively Identified As FRIENDLY	You Can Fire Only At Aircraft POSITIVELY Identified As HOSTILE According To The	Announced Hostile Criteria	DO NOT FIRE Except In Self-Defense		16.3.1
WPNS	STATUS	Weapons FREE	Weapons TIGHT	,	Weapons HOLD	Notes:	
·····							<b>19</b>

16	ISE P 1/2	>	ositions		ering		In Open			Against Nor	70	aled	nicles ection	
16.4.1	PASSIVE AIR DEFENSE	ACTION	When Stopped, Occupy Positions		Place Camouflaged Covering	On All Exposed Glass	Camouflage All Vehicles In Open	Do Not Skyline Vehicles		Do Not Outline Venicles Against An Area Of A Different Color		Use Covered And Conceaned Routes	If Unit Attacked, Turn Vehicles 90 Degrees To Attack Direction	
9	PAS	ITEM	_		7		က	4		<u>د</u>	,	٥	2	
			TUS	>			<b>1</b>		<u> </u>			<b>t</b>		
			WPNS CONTROL STATUS	ACTION	You May Fire At Any	Aircraft NOT Positively Identified As ERIENDI Y	You Can Fire Only At	Aircraft POSITIVELY	Identified As HOSTILE	According 10 Ine Announced Hostile	Criteria	DO NOT FIRE Except In Self-Defense		
			WPNS C	STATUS	S	FREE A	Weapons Yo		<u>ğ</u> .	<u>A</u> A	<u> </u>	Weapons DO	1	

2							- · · · · · · · · · · · · · · · · · · ·		<u> </u>	
PASSIVE AIR DEFENSE P 2/2	ACTION	Wipe Out Vehicle Track Marks Around Stationary Positions	Post Air Guards On Vehicles And In Dismounted Positions	Rotate Air Guards Frequently	Specify Air Warning Signals In Unit SOP	Specify Both Visual And Audible Air Warning Signals	Enforce Total Blackout At Night	Enforce Noise Discipline	Enforce Area Police	Camouflage Spoil From All Dismounted Positions
PAS	ITEM	10	11	12	13	14	15	16	17	18

16	·	 										
16.4.3												
16											 _	

P 1/2	ths	>					7
VEHICLE RECOVERY PROCEDURE	DANGER-Move ALL Unprotected Troops AT LEAST 2 Cable-Lengths Away BEFORE Applying Resistance	PROCEDURE	RECON THE AREA-Check the terrain for an approach to the load, method of rigging, and natural anchorages	ESTIMATE SITUATION-Decide the load resistance and the capacity of the effort available	CALCULATE RATIO-Compute an estimated mechanical advantage for the rigging	OBTAIN RESISTANCE- Compute the tackle resistance and the total resistance	17.1.1
<b> </b>	DANG Tro	STEP	-	7	က	4	

	P 2/2	>					
17.1.2	VEHICLE RECOVERY PROCEDURE	PROCEDURE	VERIFY SOLUTION-Compute line forces to compare with the winch and dead line capacities	ERECT RIGGING-Orient the crew-Instruct them to assemble the rigging-Move them to a safe location	RECHECK RIGGING-Make sure that the rigging is set up for proper and safe operation	YOU ARE NOW READY—Signal the operator to apply power to the winch and recover the load	
	K	STEP	သ	9	7	80	Notes:

	VERICLE RECOVERT
_	FUNDAMENTALS [ '''
ITEM	FUNDAMENTAL
	<b>ESTIMATING LOAD RESISTANCES:</b>
	<ul> <li>Overturned=1/2 Vehicle Weight</li> </ul>
	<ul> <li>Nosed (Grade)= Vehicle Weight</li> </ul>
	<ul> <li>Mired Wheel-Deep=Vehicle Weight</li> </ul>
	<ul> <li>Mired Fender-Deep=DOUBLE</li> </ul>
_	Vehicle Weight
	<ul> <li>Mired Turret-Deep=TRIPLE Vehicle</li> </ul>
	Weight
	LOAD RESISTANCE REDUCTION
	FACTORS (Note: Does NOT apply to
	wheeled, or nosed/overturned
	tracked vehicles):
	<ul> <li>10 %—Recovery in the OPPOSITE</li> </ul>
	direction from which the mired
	vehicle was traveling
	<ul> <li>40%—Apply POWER to the tracks</li> </ul>
	of the mired vehicle
	<ul> <li>50%—COMBINATION of recovery in</li> </ul>
	opposite direction + applying power
	to the tracks of the mired vehicle

17.2.1

VEHICLE RECOVER FUNDAMENTALS ITEM FUNDAMENTALS ITEM FUNDAMENT  3 LOAD RESISTANCE: Obtantive estimated load resistante estimated load resistance by the available capacity of the winch)  • Tackle-EQUAL to the number capacity of the winch)  • Tackle-EQUAL to the number capacity of the supporting the which can become shorte of sheaves (grooved whe block(s) of the rigging		17.2.2	ECOVERY P 2/4	FUNDAMENTAL LOAD RESISTANCE: Obtain this by	subtracting the reduction factors from the estimated load resistance	MECHANICAL ADVANTAGE: • Estimate-DIVIDE the load resistance by the available effort (the capacity of the winch)	<ul> <li>Tackle—EQUAL to the number of winch lines supporting the load (lines which can become shorter)</li> </ul>	TACKLE RESISTANCE: 10% of the load resistance TIMES the number of sheaves (grooved wheel(s) in the block(s) of the rigging
	SOC STICE OF		VEHICLE RECOVERY	┗ ┝───	subtracting the estimated		Tackle—EQ winch lines s which can be	
I	SOC STICK	<b>1</b>						

			1
FUNDA	FUNDAMENTAL  TACKLE TERMINOLOGY:  • Fall Line—This is the winch line which runs from the source of effort to the first block in the tackle (there is ONLY ONE fall line in a simple tackle system)  • Return Lines—These are the winch lines between the blocks or the winch line from the sheave of a block to the point where the end of the line is attached  • Dead Lines—These are lines used to attach blocks or other equipment to the load or to an anchor	LINE FORCES:  Fall Line—Total resistance DIVIDED by mechanical advantage  Dead Line—Fall line force TIMES the number of lines that the dead line supports	7100
VE	7 7	ω	
		<del></del>	1

P 4/4 HOOKS, not the lifting eyes or towing CROSS tow cables to prevent them without heavy leather-palmed gloves · Never handle cables or wire ropes · All light tracked vehicles carry one · Always place safety keys in hooks/ from tangling and keep the vehicles hatches closed and use periscopes · Always attach tow cables to TOW shackles/equipment requiring them Do NOT apply loads SUDDENLY Vehicle operators must keep their lanks carry two 10-foot tow cables · Always position a hook with the 10-foot tow cable; all main battle Allow NO SMOKING or OPEN FLAMES if fuel or oil has spilled ATTACHMENT OF RIGGING: open part (throat) UPWARD **FUNDAMENTAL** VEHICLE RECOVERY **FUNDAMENTALS** 17.2.4 aligned pintles ITEM 6

METHODS AND EQUIPMENT JNIT PSNL METHODS EQUIP Plt Crew/ Towing Similar Operator Winching Vehicles— Repair- Winching Nercker men Lifting Trucks— Towing Nercker Towing Nercker Trucks— Towing Recovery Vehicles Trucks—			_				_				_						_		_		_	_	_
IT VEHICLE REC THODS AND EQU  Crew/ Towing Operator Winching men Lifting men Lifting men Lifting men Lifting men Lifting men Lifting Towing Towing Towing Towing Towing Towing	OVERY	IPMENT	EQUIP	Similar	Vehicles-	Trucks	w/Winches-	Materials	On Hand	Recovery	Vehicles		Wrecker	Trucks	Recovery	Vehicles	Wrecker	Trucks-	Recovery	Vehicles-	Transport	Vehicles	
AIT VEH THODS Crew/ Operator men Repair- men Repair- men men	ICLE REC	AND EQU	METHODS	Towing	Winching	Expedients				Winching	Lifting	Towing	Winching	Lifting	Towing		Winching	Lifting	Towing	Transport			
	IT VEH	HODS	PSNL	Crew/	Operator		-	·		Repair-	men		Repair-	men			Repair-	men					
B B B B B B B B B B B B B B B B B B B	N N	MET	LINI	Pit						ပိ			Bn				DS	and	SS				

The average tracked vehicle can pull/tow the equal of its MAXIMUM CAPACITY TOW 99 15 23 30 weight on dry, level, hard-**VEHICLE RECOVERY** stand in reverse gear (TONS) **CAPABILITIES** LIFT 10 25 12 15 WINCH 22.5 22.5 30 45 M62/M543 Wrecker Truck M553 GOER Wrecker VEHICLE TYPE M88 Recovery M578 Recovery Vehicle Tracked Vehicles Vehicle

R222/222 B25/2

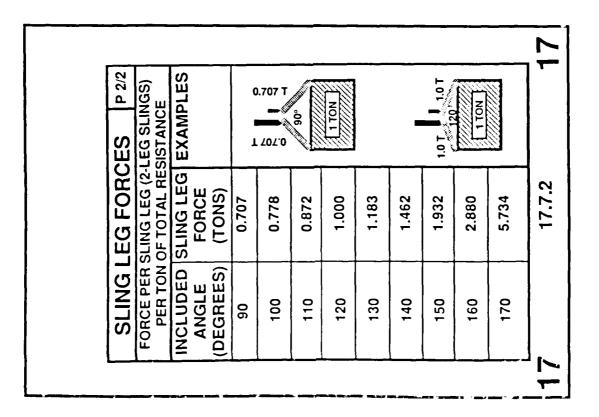
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E P 1/2	CAPACITY (TONS) 5.000 4.225 3.670 3.230 2.890 10.000 8.450 6.400 5.700 5.700 18.850 14.250 14.250	11.400	
WINCH VARIABLI CAPACITIES	CABLE ON DRUM (FT) 0 - 39 40 - 85 86 - 138 139 - 199 200 - 266 0 - 41 42 - 91 92 - 148 149 - 213 214 - 287 0 - 42 43 - 93 94 - 153 154 - 220 221 - 296	297 - 380	17.5.1
INCH CAP	CABLE LAYER 1 2 3 4 5 5 1 1 5 5 5	ဖ	
8	TYPE 5 TON 10 TON 22.5 TON		
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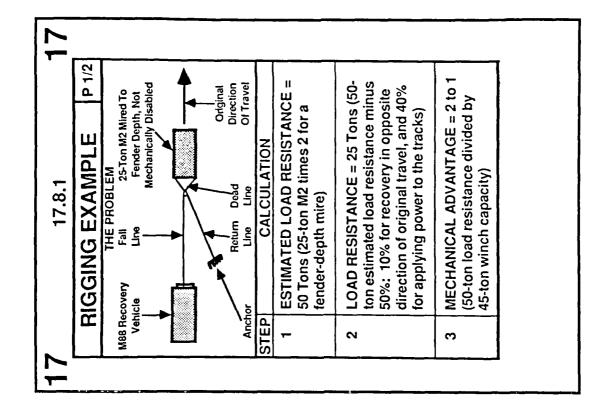
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	CAPACITY (TONS)	30.000	23.000	45.000	32.000	
VARIABLI ACITIES	CABLE ON DRUM (FT)	0 - 55 56 - 128	129 - 208 209 - 300	0 - 41 42 - 91	92 - 149 150 - 200	
INCH CAP	CABLE	- 2	w 4	- 0	<b>ω4</b>	
>	WINCH	30 1 ON	(LOW GEAR)	45 TON	(LOW GEAR)	Notes:
	WINCH VARIABLE P 2/2	VINCH VARIABLE  CAPACITIES  CABLE CABLE ON CAPACITOR (TO)	VARIABLE           ACITIES           CABLE ON DRUM (FT)         CAPA           0 - 55         30.00           56 - 128         26.00	VARIABLE  ACITIES  CABLE ON CAPA DRUM (FT) (TON 0 - 55 30.0 56 - 128 26.0 129 - 208 23.0 20.0	VARIABLE CABLE ON CAPA DRUM (FT) (TON 0 - 55 30.0 56 - 128 26.0 129 - 208 23.0 209 - 300 20.0 0 - 41 45.0	ACITIES  CABLE ON  0 - 55  56 - 128  129 - 208  209 - 300  209 - 30  0 - 41  42 - 91  32.0 150 - 200  150 - 200

RECOIL DOCUMENT SELECTIONS WERE SELECTIONS FOR STRUCTURE SECURITIES SECURITIE

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OPE AND	CITIES	WIRE ROPE	(IPS) & CHAIN $T=40D^2$ (TONS)	5.625	7.65625	10.00	15.625	22.50	30.625	40.00	50.625	62.50	90.00	
FIBRE/WIRE ROPE AND	CHAIN CAPACITIES	FIBER ROPE	(SISAL) T=4D ² (TONS)	0.5625	0.765625	1.00	1.5625	2.25	3.0625	4.00	5.0625	6.25	9.00	17.6.1
FIBR	당 당	_	(INCHES)	3/8	7/16	1/2	2:8	3/4	8'2	1	1-1/8	1-1/4	1-1/2	
														17

17.7.1	EG FORCES P 1/2	LING LEG (2-LEG SLINGS)	STING FE EXAMPLES	FORCE FAMILES	(TONS)	0.500	0.502	0.508	0.518	0.532	0.552	0.577		0.653		
17	SLINGL	FORCE PER S	PER TON C	ANGLE	(DEGREES)	0	10	20	30	40	20	09	70	80		
					-				1							
						- 0										
			OPE AND	CITIES	WIRE ROPE	(F2) & CTAIN T=40D 2 (TONS)	5.625	7.65625	10.00	15.625	22.50	30.625	40.00	50.625	62.50	90.00
§ 17 17.7.1 17			E/WIRE ROPE AND	IAIN CAPACITIES	FIBER ROPE WIRE ROPE (SISAL) (IPS) & CHAIN	T=4D ² (TONS) T=40D ² (TONS)	0.5625 5.625	0.765625 7.65625	1.00 10.00	1.5625 15.625	2.25 22.50	3.0625 30.625	4.00 40.00	5.0625 50.625	6.25 62.50	00.06





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RIGGING EXAMPLE   P 2/2	<b>TACKLE R</b> (10% of 25- 2.5 tons tim	TOTAL RESISTANCE = 27.5 Tons (25-ton load resistance plus 2.5-ton tackle resistance)	FALL LINE FORCE = 13.75 Tons (27.5-ton total resistance divided by 2 to 1 mechanical advantage	DEAD LINE FORCE = 27.5 Tons (13.75-ton fall line force times 2 lines dead line supports)		17.8.2
R	4	2	9	7	Notes:	

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17.8.3	JOTE													
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18	18.1.1	~~	18
	Extend Bipod To Provide A Solid Mount For The Gun	9	
	Relay Sights On Target With Gas Cylinder On Top Of Stake Holding Gun In A Proper Bipod Firing Position	2	
	Drive Stake Into Spot Marked On Ground	4	
	With Gun Laid On Target, Mark A Spot On Ground Under The Gas Cylinder Extension	က	
	Align Sights On Targets	2	
	Set Rear Sight Slide At Estimated Range To Target	-	
	ACTION	STEP	
	AIMING OR ELEVATION	A	
	LAY M60 MACHINE GUN BY	LAY	

18								
		>						
18.2.1	LAY SAW BY AIMING OR ELEVATION	ACTION	Set Rear Sight Slide At Estimated Range To Target	Align Sights On Targets	With Gun Laid On Target, Mark A Spot On Ground Under The Handguard Assembly	Drive Stake Into Spot Marked On Ground	Lay Sights Again On Target When Handguard Assembly Is Laid On Top Of Stake With Gun Held For Bipod Firing Properly	Extend Bipod To Provide A Solid Mount For The Gun
	A	STEP	-	2	င	4	2	9
18								

A LOG OR BOARD  STEP ALOG OR BOARD  STEP ACTION  1 Aim Weapon Toward Desired Sector Of Graze  2 Place Log Or Board Beneath Stock Can Slide Across It  3 Dig Shallow Trenches Or Grooves For Bipod Feet To Allow Rotation Of Feet As You Move Stock  4 Adjust Bipod Legs To Elevation Providing The Best Sector Of Graze  18.3.1

18	P 2/2	>					
18.3.2	LAY M60 OR SAW WITH R	ACTION	Mark Sectors Of Graze By Notching Or Placing Stops On Horizontal Log Or Board	Use Bipod Firing Position And Grip	Fire Confirming Burst To Ensure That You Have Correctly Laid Weapon On Target		
	LA LA	STEP	ည	9	7	Notes:	
18							

STATE TO SECOND AND PROPERTY OF THE PROPERTY O

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7	LAY M60 OR SAW WITH NOTCHED-STAKE	<del></del> -
STEP	ACTION	
	Aim Weapon Toward Target Area	
	Place Stock Of Gun In Rests Of Notched Stakes Or Tree Crotches	<u> </u>
	Make Final Adjustment To Hit Target	
i	Dig Shallow Trenches Or Grooves For Bipod Feet To Allow Rotation Of Feet As You Move Stock	
1	Hold, Sight, And Fire Weapon Using Bipod Firing Position And Grip	
	Fire Confirming Burst To Ensure That You Have Correctly Laid Weapon On Target	
ŀ	18.4.1	18

4									 	····	 		
18.4.2	NOTES												
18						<u> </u>			<u> </u>			 	

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P 1/2								'
MESSENGER BRIEFING	INFORMATION	Name And Location Of Hqs Or Person To Get Message	Route To Follow	Danger Points To Avoid	Speed Required	Does Message Require Answer	Where To Report If Message Cannot Be Delivered	19.1.1
	STEP	-	7	က	4	5	9	
								19

19								
	P 2/2	>					!	
19.1.2	MESSENGER BRIEFING	INFORMATION	Special Instructions	Message Content (Only If Required)	Report Destination To The Nearest Leader When Passing Each OP/Line	Challenge	Password	
	_	STEP	7	8	O	10	7	l
19								

					<u> </u>			i		<del></del>		19
RADIO	TROUBLESHOOTING	ACTION	Check Frequency Setting	Check Battery: Charge-New	Check Antenna Connection	Check Antenna: Upright-Clear	Check ALL Connections From Battery Thru To Anntenna: Clean-Dry-Tighten	Check ALL Power/Psn Switches	Replace CVC Or Handset	Check Vehicle Psn For Terrain Mask: Reposition If Needed	Check Antenna Top Section: Repair If Broken-Replace If Lost	19.2.1
	•	STEP	1	2	ဗ	4	ည	9	2	8	6	
												19

2								
	P 1/3	>						
19.3.1	PREPARING TA-312/PT PT PTELEPHONE SET		Prepare Telephone Set For Operation	For Local Battery "LB", Go To STEP 2	For Common Battery Signaling "CBS", Go To STEP 3	For Common Battery "CB", Go To STEP 4	Set Selector Switch To "LB", Using Flat-Bed Screwdriver Or Dime	Install Batteries
	PR	STEP	1	1A	18	10	2	2A
0								

5									
•	P 3/3								
19.3.3	PREPARING TA-312/PT PT PTELEPHONE SET	ACTION	Refasten Carrying Case	Set Selector Switch To "CBS" Using Flat-Bed Screwdriver Or Dime	Install Batteries	Repeat STEPS 3A - 3F	Set Selector Switch To "CB" Using Flat-Bed Screwdriver Or Dime	Do Not Install Batteries	Switchboard Provides Power
	PRI	STEP	2G	က	3A	3B	4	4A	4B
0									

STEP ACTION  1 Prepare Telephone Set For Use On Horizontal Surface  1A Remove Carrying Case And Keep Strap Out Case Around Sides Of Telephone  2 Position Telephone Set For Use On A Support  2A Unhook Carrying Strap From Ring On Buzzer End Of Case Around Support  2B Adjust Carrying Strap So It Fits Around Support  2C Place Telephone Against Support At Convenient Height	OP	OPERATING TA-312/PT PT TELEPHONE SET	P 1/6
	STEP	ACTION	>
E F G O D A G	-	Prepare Telephone Set For Use On Horizontal Surface	
T SO D A T	1A	Remove Carrying Case And Keep Strap Out	
90 U A H	18	Fold Down Top Of Carrying Case Around Sides Of Telephone	
D A F	7	Position Telephone Set For Use On A Support	
A G	2A	Unhook Carrying Strap From Ring On Buzzer End Of Case	
а,	28	Adjust Carrying Strap So It Fits Around Support	
	2C	Place Telephone Against Support At Convenient Height	

19.4.1

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19								
•	P 2/6							
19.4.2	OPERATING TA-312/PT PT TELEPHONE SET	ACTION	Wrap Carrying Strap Around Support And Secure Free End To Upper Ring On Case	Cut Length Of Wire, Pass It Through Lower Loops Of Carrying Case, And Tie It In Place Around The Support	Connect Telephone To Line	Strip 1-Inch Of Insulation From Ends Of Both Wires You Will Connect	Scrape Clean And Fold Back Skinned Portion Of Each Wire About 1/2-Inch	Tie Wire To Upper Ring On Case
	OPI	STEP	2D	2E	က	3A	3B	30
0								

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OPERATING TA-312/PT P 3/6	ACTION	Push Down One Of The Binding Posts	Insert Bare End Of One Wire Into Binding Post Slot	Release Post To Clamp Wire	Repeat STEPS 3E And 3F For Other Post	Adjust Volume Of Buzzer	Do You Want Buzzer To Sound? If YES, Go To STEPS 5-7. If NO, Go To STEP 4B.	Fully Rotate Buzzer Volume Control Counterclockwise To "LOW" Positior,
OP	STEP	3D	3E	3F	3G	4	4 A	48

19.4.3

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19 P 4/6 Turn Handcrank While Holding Push Press-To-Talk Switch To Talk; Release To Listen Push Press-To-Talk Switch To Remove Handset And Listen Remove Handset And Listen For Buzzer Sound On "CBS" **OPERATING TA-312/P** For Buzzer Sound On "LB" Talk; Release To Listen Handset In The Cradle For The Called Party **TELEPHONE SET** ACTION 19.4.4 For Operator Operation Operation STEP **5A 5B 2**C **6**A **6B** ß 9

OPERATING TA-312/PT TELEPHONE SET  STEP ACTION 7 For Buzzer Sound On "CB" Operation 7A Remove Handset And Listen For Operator Switch 9 Adjust Buzzer Volume Control To Desired Volume 10 Connection Of External Handset- Headset For Handset-Headset Or Headset Microphone To Connector On Panel Of Phone Connector On Panel Of Phone
OPE 7 7 7 7 7 8 8 9 9 9 10 4 10 4 10 4 10 4 10 4 10 4 10

19									
•	P 6/6								
19.4.6	OPERATING TA-312/PT F	ACTION	Leave Handset In Retaining Cradle When You Have Handset-Headset Connected	Turn "EXT-INT" Switch To "EXT" Position	Install/Remove Deicing Screen	Place Screen In Position Over Front Of Transmitter Cap	Line Up Dot On Shield With Notch On Transmitter	Press Shield Firmly Over Cap	Remove Deicing Screen By Prying Screen Up With Screw- Driver In Slot Of Transmitter Cap
	OPI	STEP	108	10C	=	11A	118	110	11D
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ROLLES DE LA LA LA LA LA CONTRACTOR DE L

STEP ACTION  1 Install Field Wire Loop  1A Lay Out Field Wire From Your Commander's Position To Each Squad/Section And Back  1C Fie Wire Behind Individual Positions  2 Connect Each Telephone (TA-312.PT) To The Hot Loop 3 Connect Hot Loop To Your Commander's Telephone 3 Connect Hot Loop To Your Commander's Telephone To Strip 1/2-Inch Of Insulation Off 2 Wires At Each End Of Loop	SNI	ООС	P 1/3
Ē 0 0 0 0		WITH IA-312/PI	
	STEP		>
0 0 0	-	Install Field Wire Loop	
0 0 0	1A	Lay Out Field Wire From Your Commander's Position To Each Squad/Section And Back	
0 0 0	18	Keep Wire Behind Individual Positions	
3E 30 %	10	Tie Wire To Fixed Object Near Each Position	
<u>β</u> υ σ	2	Connect Each Telephone (TA-312.PT) To The Hot Loop	
05	က	Connect Hot Loop To Your Commander's Telephone	
	3A	Strip 1/2-Inch Of Insulation Off 2 Wires At Each End Of Loop	

19.5.1

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6							
•	P 2/3	>					
19.5.2	INSTALLING HOT LOOP WITH TA-312/PT	ACTION	Connect One Of Wires From Each End Of Hot Loop To Binding Post Of Telephone	Connect Other Telephones To Hot Loop	Go To A Squad/Section Position And Pick Up Slack Wire	Cut Insulation On One Conductor Without Cutting Wire Strands	Grasp Insulation On Each Side Of Cut And Pull Insulation Apart To Expose 1/2-Inch Of Wire Strands On Each Conductor
	SNI	STEP	38	4	4 <b>A</b>	4B	4C
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P 3/3	>						
INSTALLING HOT LOOP WITH TA-312/PT	ACTION	Repeat STEPS 4A - 4C On The Other Conductor	Get 1 Telephone (TA-312/PT	Slide Exposed 1/2-Inch Section Of 1 Conductor Into Slot Of 1 Binding Post	Slide Exposed 1/2-Inch Section Of Other Conductor Into Slot Of 1 Binding Post	Repeat STEPS 4A - 4G To Connect Each Telephone To Hot Loop	Make Commo Check On All Telephones Connected To Hot Loop
INS	STEP	4D	4E	4F	4G	4H	က

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1	P 1/2									
19.6.1	INSTALLING HOT LOOP P	WITH TELEPHONES	ACTION	Install Hot Loop	Lay Out Field Wire From HQ/ FDC To Each Station In Loop	Keep Wire Behind Positions, Bury It If Necessary	Secure Wire At Each Position, And Leave Enough Slack In Wire To Make Connections	Connect Each TA-1/PT To Hot Loop	Connect Telephone At First Position (HQ FDC) And Telephone At Last Position	Conduct Commo Check Between Positions
	SNI	≯	STEP	-	1A	<b>1</b> B	1C	2	2A	2B
<b>6</b>										-

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ST	٦	P 2/2	
STEP	WILL ELEPHONES   EP   ACTION	1	
	To Connect Other Stations In Center Of Loop, Cut One Of The Conductors Of The Wire		
}	Remove 1/2-Inch Of Insulation From Each Of The Cut Strands Of Wire		
2E	Attach One End Of Cut Strand To Each Binding Post Of TA-1 To Connect All Phones In Center Of Loop		
	Make Communications Check By Calling All Positions From HQ FDC Telephone		
	If Any Or All Positions Do Not Answer, Check All Connections		
1	19.6.2	] .	19

•	P 1/4							_ e
19.7.1	PREPARING SB-993/GT SWITCHBOARD		Position Switchboard For Operation	Open Cover Of Switchboard	Place Switchboard And Operator's Telephone Set On Dry Surface	Connect Operator's Telephone Set	Cut Length Of Field Wire Long Enough To Cover The Entire Switchboard	Strip 1 1/4-Inches Of Insulation From Each Conductor On One End Of The Field Wire Using TL-13 Pliers
_	PRE	STEP	1	1A	1B	2	2A	2B

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	SWITCHBOARD   1.27
	ACTION
	Double Over And Flatten The Stripped Sections Of Wire
F 0	Insert One Stripped Section Into Each Line Terminal Of "TEL" Adapter
0)	Tighten Plugs To Secure Field Wire
	Strip 1/2-Inch Of Insulation From Each Conductor At Other End And Connect To Line Binding Posts Of Operator's Telephone Set
3 Perform Ac	Perform Adapter Tests
3A Stand Ea	Stand Each Of The Adapters In The Jacks Provided in Holder

19								
•	P 3/4	5						
19.7.3	PREPARING SB-993/GT E		Press Ringing Generator Of Operator's Telephone Set Several Times	Light In 'TEL" Adapter Should Flicker On While You Operate The Generator	Test Each Of The 6 Adapters By Inserting Plugs Of "TEL" Adapter Into Jacks Of Other Adapters And Ringing	If Adapter Fails To Light, Discard It	Connect Incoming Wires	Examine Each Adapter And Identify Side With Painted Designation Strip
	PRE	STEP	3B	3C	3D	3E	4	4 A
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P 4/4	>							]`
PREPARING SB-993/GT SWITCHBOARD	ACTION	Tie Each Line To Fixed Object	Leave Enough Slack To Form A Drip Loop And Permit Free Movement Of Adapter	Connect Wire Lines To Adapters Using Procedures For 'TEL" In STEPS 2A - 2F	Be Sure Painted Designation Strip Faces You	Mark Each Line Adapter Designation Strip With Pencil To Identify Party Connected To The Adapter	Place Operator's Adapter In The Holder 'TEL'' Jacks	19.7.4
PRE	STEP	4B	4C	4D	4E	4F	4G	
						<del></del>		<u></u>

5								
•	P 1/4	>			-			
19.8.1	OPERATING SB-993/GT F	ACTION	Establishing A Line-To-Line Call	The Ringing Signal Lights Neon Lamp In Adapter To Signal An Incoming Call	When Lamp Flashes, Insert Plugs Of 'TEL" Adapter Into Jack Of Flashing Adapter	Use Operator's Telephone To Determine Number Called	Remove 'TEL" Adapter From Calling Party's Adapter	Plug 'TEL'' Adapter Into Jack Of Requested Party's Line Adapter
	ld0	STEP	1	1A	18	5	10	Ħ
19								

AND CHARLES STORY CHARLES STORY CHARLES TO THE STOR

OPERATING SB-993/GT SWITCHBOARD  SWITCHBOARD  STEP ACTION  1K Plug 'TEL' Adapter Into Connection And Challenge To Determine If It Is A Ring-Off Or Re-Call Before You Disconnect The Adapters  2 Establishing Conference Calls Conference Call, Instruct Party To Stand By While You Establish Conference Call  Signal Each Requested Party And Direct Them To Standby For Conference Call  2C As You Contact Each Party, Plug That Adapter Into The Conference Connection	<u>_</u>						
		ACTION	Plug 'TEL" Adapter Into Connection And Challenge To Determine If It Is A Ring-Off Or Re-Call Before You Disconnect The Adapters	tablishing Conference Calls	When Calling Party Requests Conference Call, Instruct Party To Stand By While You Establish Conference Call	Signal Each Requested Party And Direct Them To Standby For Conference Call	As You Contact Each Party, Plug That Adapter Into The Conference Connection
	OPEF	$\vdash \vdash$			2A	28	2C

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P 4/4				:	1
93/GT D	ACTION After Making All Connections, Notify Calling Party That The Conference Call Is Ready	When You Hear Conversation, Restore The "TEL" Adapter To "TEL" Position Of The Holder	On A Re-Call Or Ring-Off, Challenge The Connection Before Disconnecting All The Adapters		19.8.4
OPE	STEP 2D	2E	2F	Notes:	

6									
	P 1/3	3							
19.9.1	INSTALLING COMMO LINES	ACTION	Test Field Wire On Reel	Attach Telephone Sets To Payout And Standing Ends Of Wire On Reel	Ring Through And Speak Through Wire From One Phone To The Other	If You Have A Clear Commo Check, Install The Wire	Installing A Field Wire	Tie Field Wire To Fixed Object Where Line Begins And Ends	Allow Some Slack In Wire To Attach To Telephone And Switchboard
		STEP	1	1A	18	10	2	2A	2B
19			-	_					

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P 2/3	>							
INSTALLING COMMO LINES	ACTION	Lay Field Wire Loosely With Plenty Of Slack	Tie Field Wire At Ground Level To Trees Or Posts At Several Places Along The Line	Attach Wire Tags To Line At	Both Sides Of Road, Railway, And Trail Crossings	Telephones, Switchboards, And Test Stations	Both Sides Of Buried Or Aerial Crossings	Frequent Intervals Where Several Lines Are Laid Along The Same Route
	STEP	2C	2D	ဗ	3A	36	3C	3D

19		_								
•	P3/3									
19.9.3		COMMO LINES	ACTION	Test Wire Line	After Every Buried Crossing	After Every Aerial Crossing	Before And After You Splice A New Reel Onto The Line	Before Connecting Line To Telephone Or Switchboard		
			STEP	4	4 A	4B	4C	4D	Notes:	
<del>1</del> 9										

	CR	CROSSING OBJECTS		
	≶		P 1/4	
1	STEP	ACTION	>	-
	-	Culvert Crossing		
	1A	Tie Wire To Fixed Object And Attach Wire Tag On Each Side Of The Road		
·	8.	Pass Wire Through The Top Of The Culvert		
	5	Tape Wire At Each End Of Culvert		
·	7	Aerial Crossing		
<u> </u>	2A	Wire Must Clear Main Traffic Arteries And Paved Roads By At Least 7M		
	2B	Use Buildings, Trees, Or Poles To Raise Wire		
16		19.10.1	]	19

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•	P 2/4								
19.10.2	CROSSING OBJECTS PARTH COMMO LINES	ACTION	If You Cannot Use Objects In STEP 2B, Use Lance Poles	Lash Poles Together To Provide 7M Clearance For Wire Line	Tie Wire Line To Top Of Poles With A Clove Hitch	Tie Guy Wires Near The Top Of Poles	Raise Poles	Stake Guy Wires At 45 Degree Angle To Line	Tie And Tag Wire Line To A Stake At Each End Of The Crossing
_	R S S	STEP	ဗ	3A	38	30	3D	3E	3F
<u>o</u>							-		

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P 3/4								
CROSSING OBJECTS WITH COMMO LINES	ACTION	Buried Crossings	Dig A 6-12 Inch Deep Trench Across A Road, Extending 2 Feet Beyond Each Side Of Road	Lay Wire Loosely In Trench	Tie And Tag Wire To A Stake At Each End Of The Trench	Backfill The Trench	Railroad Crossing	Pull Enough Slack From The Wire Reel To Reach Across The Railroad Tracks
S M	STEP	4	4A	4B	4C	40	5	5 <b>A</b>

19.10.3

<u>ග</u> P 4/4 Pull End Of Wire Line Under Shoulder Of The Track And Tie Line To Stakes Tracks, Along Side Of The Crossties Splice Free End Of Line To **Drive Stakes Beyond Each** Cut Wire At Wire Reel And **Bury Wire Line From Rails** Continue To Lay The Line CROSSING OBJECTS WITH COMMO LINES ACTION 19.10.4 **Pull Line Tight** Wire Reel to Stakes STEP **5B** 5C **SD SE** 5G **5F** 

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	RE	ELD	P 1/4	
	STEP	WIRE LINES ACTION	13	
	-	Retrieve Field Wire Line		
<u> </u>	1A	Disconnect Wire From Terminal Telephone Or Switchboard		
	18	Splice Wire Line To Wire On Reel Used For Pickup		
<del>'</del>	1C	Operate Reeling Unit To Roll Wire Onto Reel		
<u> </u>	1D	Remove And Save Wire Tags		
	1E	Release Wire Ties And Dismantle Road Crossings		
*	4	If You Cannot Dig Out A Buried Crossing, Cut Out The Crossing And Splice Wire		
19		19.11.1	7	6

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•	P 2/4	>						
19.11.2	RECOVERING FIELD  WIRE LINES	ACTION	Splice Field Wire	Cut Conductors To Stagger Their Lengths About 6 Inches	Remove Insulation From Each Of The Four Conductors	Tie A Square Knot Between The Long Conductor Of One Pair and The Short Conductor Of The Other Pair	Restore Twist To Line By Wrapping The 2 Remaining Conductors Around The 2 Conductors Already Tied	Tie A 2nd Square Knot
	RE	STEP	2	2A	28	2C	2D	2E
တ								

P 3/4	>							19
RECOVERING FIELD  WIRE LINES	ACTION	Remove Sections Of Insulation From The Tips Of Conductors, Untwist Strands, And Flex Them	Separate Steel Strands From Copper Strands	Cut Steel Strands Flush To The Ends Of Insulation	Cross Left-Hand End Of Copper Strands Over Crest Of Square Knot	Wrap Several Tight Turns Over Bare Part Of Right-Hand Conductor	Cut Extra Wire From Ends Of Copper Strands	19.11.3
RE	STEP	2F	2G	2Н	21	23	2K	
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	P 4/4	>						
19.11.4	RECOVERING FIELD WIRE LINES	ACTION	Repeat STEPS 2I - 2K For The Right-Hand End Of Copper Strands	Tape The Splice	Start Taping At Center Of Splice And Wrap Tape To Cover 1 1/2 Inches Of Insulation At One End	Work Tape Back Over Center Knot To Cover 1 1/2 Inches On Opposite Side	Work Tape Back Again To Center Of Splice	
	RE	STEP	2L	3	3A	3B	30	
19								

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7		
	Lift And Position R-T Mount And Carefully Slide It Back To Seat Plug In Mount Receptacle	10
	Make Sure That Vent Port Is Free Of Obstructions	10
	Remove Rubber Receptacle Cover And Make Sure That Chain Is Clear Of Guide Pins And Receptacle	8-
	Make Sure Mount is Clean And Grounding Straps Connect Securely Between Top Strap And Mount Base	<u> </u>
	Mount Receiver-Transmitter (R-T)	-
>	ACTION	STEP
P 1/4	MOUNTING AN/VRC-46 RADIO SET	MO

		. 1		<del></del>				
	D 2/4		>					
19.12.2	MOUNTING AN/VRC-46	RADIO SET	ACTION	Raise And Tighten Clamping Screws To Lock R-T On The Mount	Use Safety Wire/Security Chain To Secure Mounting Clamps	Assemble And Connect Antenna	Screw Top Antenna Fully Into Bottom Section	Screw Assembled Antenna Sections Onto Top Of Spring Mount Of Matching Unit
_	MO		STEP	<del>n</del>	1F	2	2A	28
2								

19	4						1	
19.12.4	MOUNTING AN/VRC-46 P 4/4	ACTION	Tie Down Antenna	Clip V-Shaped Clamp To Middle Of Upper Antenna Section	Make Sure Clamp Does Not Cut Into Fiberglass On Antenna Section	Lift And Position AM-2060(*)/ GRC On Mount And Carefully Slide It Back To Scat The Plug In The Mount Receptacle	Update DA Form 2404	
19	MOM	STEP	3 1	3A	38	30	4	Notes:
			<del>,</del> ]					
		7/6 0		>		<u>.</u>		
		MOUNTING AN/VRC-46		Connect Antenna Control Cable (CX-4722/VRC)	Connector Of R-T And Control Cable Connector Of Matching Unit	Connect Antenna (RF) Cable (CG-1773A/U) Between "ANT" Connector Of R-T And Small "BNC" Connector Of Matching	Unit	Route Cables Between R-T And Matching Unit So Movement Of Equipment And Personnel Does Not

P 1/5	>				
MOUNTING AN/VRC-64 PAN/GRC-160 RADIO	ACTION	Mount Amplifier-Power Supply (AM-2060(*)/GRC)	Make Sure Mount Is Clean And Grounding Straps Connect Securely Between Top Tray And Mounting Plate	Screw Assembled Antenna Sections Onto Top Of Spring Mount Of Matching Unit	Connect Antenna Control Cable (CX-4722/VRC) Between Amplifier-Power Supply (AM-2060(*)/GRC) Of Antenna Control Connector And Control Cable Connector Of Matching Unit
MO	STEP	<b>-</b>	1A	18	10

19.13.1

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	P 2/5					
19.13.2	MOUNTING AN/VRC-64 POR AN/GRC-160 RADIO	ACTION	Connect Antenna (RF) Cable (CG-1773A/U) Between "ANT" Connector Of Receiver-Transmitter (R-T) And Small "BNC" Connector Of Matching Unit	Route Cables Between R-T And Matching Unit So Movement Of Equipment Or Personnel Do Not Endanger Them	Mount R-T On AM-2060(*)/GRC	Slide R-T Until Bottom Of Battery Box Contacts Bumper Plate At Rear Of Amplifier-Power Supply (AM-2060(*)/GRC)
	MO	STEP	10	<b>1</b>	2	2A
(0)						

10 P 3/5	en ick	rom 1 R-T	n d R-T		noi
MOUNTING AN/VRC-64 OR AN/GRC-160 RADIO	Raise Clamps And Tighten Clamping Screws To Lock R-T On Amplifier-Power Supply	Remove Protective Cap From "POWER" Connector On R-T Panel	Connect Cable Assembly (CX-4655/GRC) Between AM-2060(*)/GRC "SET POWER" Connector And R-T Power Connector	Assemble And Connect Antenna	Screw Top Antenna Section Fully Into Bottom
MO OR STEP	28	2C	20	3	3A

19	Γ	P 4/5	\ \ \								_
19.13.4		MOUNTING AN/VRC-64 P	ACTION	Be Sure Clamp Does Not Cut Into Fiberglass On Antenna	Sections	Pull Antenna To Approximately 60 Degrees Above Ground Level And Tie To Vehicle	Tie Down Antenna	Clip V-Shaped Clamp To	Middle Of Upper Antenna Section	Remove Rubber Receptacle Cover	
_	2		STEP	3B		30	4	4A		4B	
19			, in the second								
<u></u>				3							
<u></u>			MOUNTING AN/VRC-64 P. 3/5	OR AN/GRC-160 RADIO	Raise Clamps And Tighten	Clamping Screws To Lock R-T On Amplifier-Power Supply	Remove Protective Cap From "POWER" Connector On R.T.	Panel	Connect Cable Assembly (CX-4655/GRC) Retween	AM-2060(*)/GRC "SET POWER" Connector And R-T	

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P5/5					
MOUNTING AN/VRC-64 POR AN/GRC-160 RADIO	Lift And Position AM-2060(*)/ GRC On Mount And Carefully Slide It Back To Seat The Plug in The Mount Receptable	Raise Clamps And Tighten Clamping Screws To Lock Amplifier-Power Supply On Mount	Use Safety Wire Or Security Chain To Secure Mounting Clips		19.13.5
MO OR STEP	4D	4 E	4 F	Notes:	
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	P 1/4							
19.14.1	INSTALLING AN/PRC-77 POR AN/PRC-25 RADIO	ACTION	Installing Batteries	Release The 2 Clamps And Remove Battery Box	Inspect Radio Connector, If It Is Damaged, Have It Repaired	Check Function Of Pressure Relief Valve By Blowing And Sucking Through The Valve For Venting Of Battery Box	Position Battery Receptacle Over Radio Connector Taking Care Not To Damage Battery Receptacle	Replace Battery Box And Tighten The 2 Clamps
<del>1</del> 9	SNI	STEP	-	1A	18	5	5	1

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; <u> </u>	INSTALLING AN/PRC-77   POR AN/PRC-25 RADIO	P 2/4
STEP	ACTION	>
	Assemble For Manpack Operation	
2A	Mount Receiver-Transmitter (R-T) On Harness	
2B	Place Harness On Level Surface With Metal Braces Facing Up	
2C	Place R-T On Harness With Front Panel Toward Top And Battery Box Resting In Metal Braces	
2D	Strap R-T To Harness With Retaining Straps	
က	Install Correct Antenna And Handset	
1	19.14.2	] `

P 3/4 Mount Assembled Radio Set On Use Short Antenna (AT-892/PRC-25) When You Connect Handset To One Of Do Not Need Maximum Range Or When Operating **INSTALLING AN/PRC-77** OR AN/PRC-25 RADIO Do You Need Maximum Range? If YES, Go To STEP 3C. If NO, Go To STEP 3B. In Densely Foliated Area Use Long Antenna (AT-217A/PRC) For ACTION **Audio Connectors** 19.14.3 Maximum Range Your Back STEP 34  3 C 30 3B 4

ž p	OR AN/PRC-25 RADIO	P 4/4	
STEP	ACTION		
۲ ۲	Place Harness On Your Back With R-T Mounted		
48	Adjust Shoulder Straps For A Comfortable Fit And Good Balance		
Ç	Hook Belt Straps To Combat Belt		
Q <del>+</del>	Hook Ammunition Pouch Straps To Shoulder Strap Rings		
Notes:			
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	19.14.4		19
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	P 1/6	>					
19.15.1	OPERATING SECURITY PEQUIPMENT TSEC/KY-8	ACTION	Mount And Interconnect Security Equipment	Slide TSEC/KY-8 Onto Mount, And Make Sure To Firmly Seat Tracks In Mount Grooves	Pull Locking Levers Outward To Lock TSEC/KY-8 In Mount	Make Sure "POWER" Switches For Receiver-Transmitter (R-T) And TSEC.KY-8 Are In "OFF" Position	Connect And Tightly Screw Secure Equipment Power Cable To The "POWER INPUT" Receptacle On TSEC:KY-8
	OPE EQL	STEP	-	1A	18	10	<u>0</u>
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	P 3/6	>							
19.15.3	OPERATING SECURITY	TEP ACTION	Release The 2 Twist-Lock Fasteners On Access Door And Swing Door Open	Prepare The KYK-12/TSEC (Sandwich)	Open KYK-12/TSEC Like A Book	Set Various Slides According To Extract Key List	Double Check Settings	Make Sure You Click Each Slider Into Position	Close KYK-12/TSEC And Swing Handle Around To Hinge End
	OP	STEP	28	က	3A	3B	30	3D	3E

P 4/6	>								19
OPERATING SECURITY FEQUIPMENT TSEC/KY-8	ACTION	Insert Current-Keyed KYK-12/ TSEC Into Access Opening	Make Sure Handle And Hinge End Face Outward And Data Plate Is Facing Up	Slide Sandwich Into Place Carefully	Press Evenly On Both Sides To Fully Seat Sandwich	Close Access Door And Secure With 2 Twist-Lock Fasteners	Place System Into Operation	Turn R-T Power Switch To "LOW"	19.15.4
Eal	STEP	4	4A	48	4C	4D	5	5 <b>A</b>	
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19.15.5	OPERATING SECURITY EQUIPMENT TSEC/KY-8	ACTION	Set TSEC/KY-8 "LOCAL- REMOTE" Switch To "LOCAL"	Set "PLAIN-CIPHER" Switch To "PLAIN"	Set "POWER" Switch To "ON"	"POWER" Indicator Lamp And "RED" Indicator Lamps Must Light	Set "PLAIN-CIPHER" Switch To "CIPHER"	Red "PLAIN" Indicator Must Go Off And "GREEN" Cipher Indicator Light Must Go On	Perform 11-Position Alarm Test
	OP!	STEP	5B	5C	Q\$	5E	5F	5G	9
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OPERATING SECURITY P 6/6 EQUIPMENT TSEC/KY-8	ACTION	Rotate "ALARM TEST" Switch Clockwise To Each Position, Then To "OFF"	You Will See "RED" Light Blink On And Hear "BEEPS" In Each Position	Operate Secure System	Press Push-To-Talk Switch On Radio Audio Accessory	You Should Hear Single "BEEP"	If No "BEEP", Repeat STEPS 2 - 5	Begin Secure Transmission And Reception	19.15.6
OP EQ	STEP	6A	<b>6</b> B	7	7.A	78	7C	7D	
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19.16.1	PREPARING TSEC/KY-38 P 1/6 WITH RADIO SET	P ACTION	Prepare Radio For Secure Operation	Disconnect Cable Assembly (CX-4655/GRC) Between AM-2060(*)/GRC "SET POWER" Connector And R-T "POWER" Connector	Side Of Distribution Box (J-2731/ GRC) To "SET POWER" Connector Of AM-2060(*)/GRC	Side Of Distribution Box (J-2731 GRC) To "POWER" Connector Of RT-841 PRC-77
	PR	STEP	-	1A	<del>1</del>	5
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P 2 6	3		
PREPARING TSEC KY-38 WITH RADIO SET	ACTION Connect Small End Of Interconnecting Gable Assembly (CX-10475 U) To Connector (J1) On Left Rear Of Distribution Box (J-2731 GRC)	Flount And Interconnect Security Equipment Balance TSEC.KY-38 On Front Of Llount And Remove Power Connector Cover On Bottom Of Z-ACD/TSEC	Ensure That Z-ACD/TSEC Circuit Breaker Is At "OFF", And "ON-OFF" Switch On Front Of MT-3823(*)/GRC Is At "OFF"
PREF	3TEP 10	2 2A	28

PREPARING TSEC, KY-38 P 3 6  WITH RADIO SET  STEP ACTION  2C Pass Connector Of Cable Assembly (CX-10.476 U) Through Hole In Rear Plate Of MT-3823(*) GRC  2D Connect Cable To Connector On Z-ACD/TSEC  2E Set Z-ACD/TSEC  Set Z-ACD/TSEC  ZE Set Z-ACD/TSEC  Set Z-ACD/TSEC  Through Hole In Rear Plate  2G Raise And Tighten 2 Clamps On MT-3823(*)/GRC To  Secure TSEC/KY-38	19			T			
1 man 11/2 ( ) 1 1 1 1	19.16.3	PREPARING TSEC/KY-38 P 3 6 WITH RADIO SET	<u>a</u> .		0)		

PRE	PREPARING TSEC/KY-38 P. WITH RADIO SET	P 4/6	
STEP	ACTION	8	
2н	Connect Large End Of Interconnecting Cable Assembly (CX-10475/U) To "RADIO CONNECTOR" On TSEC:KY-38		
21	Mount Amplifier, Audio Frequency (AM-4979.GR) In Speaker Mounting Bracket		
27	Connect Power Cable (CX-11761/U) To "POWER" Connector Of AM-4979A.GR		
2K	Connect AM-4979A/GR Cable To "AUDIO" Connector Of TSEC KY-38		
2L	Connect Radio Handset To "AUDIO" Connector Of The AM-4979A'GR		
6	19.16.4	•	19

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	P 5/6	3							
19.16.5	Y-38	WII H HADIO SE I ACTION	Prepare KYK-28/TSEC	Open KYK-28/TSEC Like A Book By Releasing Lock On Right Side With Data Plate Facing Up	Push 2 Locking Levers On Sides Of KYK-28/TSEC To Rear (Unlock) Position	Set Various Slides According To Extract Key List	Recheck Settings	Pull Locking Levers On Sides Forward To Lock Position	Close KYK-28/TSEC And Secure The Lock
_	PRE	STEP	ε	3A	38	3C	ав	3E	3F
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PREPARING TSEC/KY-38   P 6/6	WITH RADIO SET	ACTION	Check Gate Mechanism By Forcing Gate Back To Expose Keying Pins	Key TSEC/KY-38	Be Sure "OFF-PLAIN-CIPHER" Switch Is At "OFF"	Open Access Cover And Align 2 Guide Pins Of KYK-28/TSEC With Guide Pin Holes Of TSEC/KY-38	Press Firmly And Smoothly On KYK-28/TSEC Until It Bottoms Out On TSEC/KY-38	Remove KYK-28/TSEC And Secure Access Door Of TSEC/KY-38	19.16.6
REPARI	WITH	EP				4B Open 2 Gu With TSE	4C Press KYK Out		
<u>a</u>		STEP	36	4	4A	4	4	4D	19

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	P 1/4								
19.17.1	OPERATING TSEC/KY-38 P WITH RADIO SET	ACTION	Place System Into Operation	Set Radio Switches And Controls	Set AM-2060(*)/GRC "POWER" Switch To "ON" And "SPKR" Switch To "OFF"	Set Distribution Box (J-2731/ GRC) Circuit Breaker To "ON"	Turn R-T Function Switch To "ON" Or "SQUELCH", As Authorized In Unit SOP	Refer To "CEOI" Extract And Set Operating Frequency Of Net	Set R-T "VOLUME" Control Fully Clockwise
	OPE	STEP	1	2	2A	28	2C	2D	2E
CO									

19.17.2

တ Adjust System Volume Controls Adjust "VOLUME" Control On The TSEC/KY-38 **OPERATING TSEC/KY-38** Beep Tone, Then No Tone? If YES, Go To STEP 6. If NO, Go To STEP 5. Re-Key Using KYK-28/TSEC For "PLAIN" Operation, Adjust "VOLUME" Control On R-T Signal Followed By A Final Zeroize TSEC/KY-38 Using "ZEROIZE" Lever Do You Hear A Multitone For "CIPHER" Operation, WITH RADIO SET ACTION System Failure Exists 19.17.3 STEP 4B **5**A **6**A **6B 5B** ဖ Ŋ

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OPERATING TSEC/KY-38 P 4/4 WITH RADIO SET	ACTION	Set "DELAY" Switch To "OUT"	Press Push-To-Talk Switch On Handset	Begin Secure Transmission And Reception	Zeroize KYK-28/TSEC	Unlock And Open KYK-28/TSEC	Push 2 Locking Levers To Rear	Move All Slides To The "ZEROIZE" Position	Pull Locking Levers Forward	Close And Lock KYK-28/TSEC	19.17.4
OPE	STEP	7	8	6	10	10A	10B	10C	10D	10E	_
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19.17.5	NOTES												
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PRINCIPLES OF THE
LAW OF WAR
Weapons And Ammo
All US:NATO Issued Weapons And Ammo Are Lawful
Do Not Alter Weapons/Ammo
Tactics
Do NOT Fake Surrender, Use En Marked Vehicles/Uniforms, Or Boobytrap Dead Or Wounded Personnel
Only Use Medical Symbols For Medical Activities
Attack ONLY Combat Targets
Only Use Firepower Your Mission Requires

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	P 2/6	3									
20.1.2	PRINCIPLES OF THE LAW OF WAR	PRINCIPLE	Avoid Needless Destruction	These Are NOT Combat Targets	Civilians/Soldiers Who Give Up, You Capture, Or Are Sick And Wounded	Medical Personnel, Vehicles, And Facilities	Undefended Civilian Buildings	Historical Monuments	Hospitals	Protected Property Marking	Red Cross/Crescent/Lion/Star Of David On White Backing
	<u>a</u>	ITEM	38	4	4A	4B	4C	4D	4E	2	5A
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Protect From Violence, Sexual Abuse, And Intimidation Provide Food, Water, Shelter, And Medical Treatment Safeguard From Dangers Of Combat Evacuate ASAP

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	P 4/6	>							
20.1.4	PRINCIPLES OF THE LAW OF WAR	PRINCIPLE	Do NOT Use To Clear Or Plant Mines/Boobytraps, As Shield/ Screen, Or As Hostages	Treat All Civilians Humanely	Do NOT Use Physical Force/ Mental Confusion	Protect Women From Forced Prostitution/Rape/Sexual Assault	Prohibit Collective Punishment/ Reprisals/Taking Hostages	Property On Battlefield	Tag And Turn In All En Military Property To Chain Of Command For Evacuation
	Ыd	ITEM	80回	6	9 <b>A</b>	<b>9</b> 6	<b>3</b> 6	10	10A
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L	РR	PRINCIPLES OF THE	5/5 0	
		LAW OF WAR	5	
_	ITEM	PRINCIPLE	2	
	10B	Do NOT Seize, Steal, Or Loot Civilian/PW Needed Military Equipment Or Personal Property		
	=	Identify Violations Of Law Of War Or Illegal Orders		
	12	Report All Violations By Friendly Or Enemy Troops		
	13	Violations Of Law Of War Are Criminal Acts Under UCMJ		
	<del>1</del>	If You Believe Law Of War Is Being Violated, Do Your Best To Stop It		
	14A	State You Disagree With Act		
	14B	Use Moral Judgments		
20		20.1.5	(1	20

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	9/9 d	3								
20.1.6	PRINCIPLES OF THE PLAN OF WAR	PRINCIPLE	Clarify Unclear Orders	Threaten To Report The Act	Ask Senior Soldier To Stop Act	Refuse To Obcy An Order To Commit A Criminal Act	If Act Is Done Or Order Not Withdrawn	Report Act/Order Thru Chain Of Command Immediately	If Chain Of Command Does Not Respond, Report It To IG, PM, Chaplain, Or JAG	Report All War Crimes No Matter WHO COMMITS THEM
	ď	ITEM	14C	14D	14E	14F	15	15A	15B	16
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HANDLING CAPTURED P 1/2	ACTION	DOCUMENTS	Official-Maps, Orders, Awards, Records, Passes, Leaves	Personal–Letters, Diaries, Pay Records	EQUIPMENT-AII Nonsurvival Items	TAG OR MARK ALL ITEMS	Date And Time Of Capture	Place Of Capture	20.2.1
H	ITEM	-	1A	48	2	က	3A	38	
									20

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20.3.1	HANDLING CAPTURED P 2/2 DOCUMENTS/EQUIP	ITEM ACTION	3C Capturing Unit	3D Circumstances Of Capture	NOTE: EVACUATE ALL ITEMS WITH, BUT KEEP SEPARATE FROM, PW. THE INTEL TEAMS MUST BE ABLE TO LINK THE ITEM(S) WITH THE SPECIFIC PW THAT HAD THEM IN HIS/ HER POSSESSION!
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ITEM		
$\vdash$	OF WAR	
	ACTION	>
-	SEARCH	
14	Remove All Weapons	
18	Remove All Documents	
٦ 5	Return Personal Items	
10	Leave Helmet/NBC Gear	
2	SEGREGATE	
2A	Break Chain Of Command	
28	Separate By Rank/Sex	
2C	Separate Military/Civilians	
3	SILENCE-Do Not Allow Talking	
4	SPEED-PW From Battle Area	
5	SAFEGUARD	
5A	Prevent Escape	
5B	Prevent Harm	
	20.3.2	\ <u>\</u>

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20.3.3	NOTES													
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P 1/3	>								]`
SUPPLIES AND	PRINCIPLE	Plt Logistics Includes Supply/ Transportation Maintenance	Chain Of Command Must Be Concerned With Supply Status And Equipment For Fighting	Plt Logistics Requires	Short-Term Plans To Accomplish Present Mission	Long-Term Plans To Insure Continuous Operation Of PIt	Co XO Directs Co Logistical Services	Squad Leader Coordinates/ Supervises Squad Logistics	9111
-	ITEM	-	2	3	3A	38	4	5	

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	P 2.3								
21.1.2	SUPPLIES AND LOGISTICAL SERVICES	PRINCIPLE	PSG Coordinates Supervises Plt Logistics By	Getting Requests For Supplies' Equipment From Squad And Plt Leaders	Reviewing And Cousolidating Requests	Giving Consolidated List To Co XO Or Supply Sergeant	PSG Must	Maintain Status Of Supplies And Equipment in Plt	Monitor Status Of Requests Given To XO And Supply Sergeant
	100 100	ITEM	9	6A	<b>6</b> B	29	7	7.A	78
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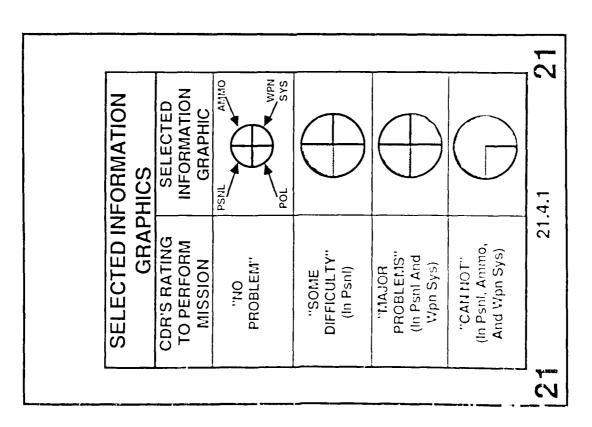
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SUPPLIES AND POBLICAL SERVICES	PRINCIPLE	Routinely Report Status Of Plt Supplies And Equipment To Plt Leader	Squad Leader Is Reponsible For Maintenance Of Squad Equipment	PSC Coordinates/Supervises Plt Maintenance With XO	When Equipment Needs Repair	Turn Commo Equipment Into Commo Chief	Turn Weapons Into Co Armorer	Turn Any Other Equipment Into Co Supply Sergeant	21.1.3
TOC	ITEM	7C	89	6	10	10A	10B	10C	
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21									
	P 1/2								
21.2.1	PRE-COMBAT CHECKS P	ACTION	Complete Prepare-To-Fire Checks (ATGM, Cannon, MG, SAW, Etc)	Complete Before Operations PMCS And Resolve Problems	Load Vehicles Rucksacks Per Loading Plans	Clean And Function Check Individual And Crew-Served Weapons	"Top-Off" All Vehicles With Class III	Properly Stow Basic Load Of Classes I and V	Fill Canteens; Water And Oil Cans (If Applicable)
			SA SA	Co	 	Cle Ind We	Lia Cla	Pro Cla	Fill
	PRI	ITEM	1	2	3	4	သ	9	7
21						-			

	PRI	PRE-COMBAT CHECKS P	P 2/2	
	ITEM	ACTION	>	
	8	Index Battlesights		
	6	Set Radios On Frequency		
	10	Check Radios' Operation (Only When Authorized)		
	=	Set Speech Security Equipment		
	12	Check Speech Security Equipment Operation (Only When Authorized)		
	13	Check Unit For Proper Uniform		
	7	Brief Unit On Mission		
	15	Other:		
	16	Other:		
2		21.2.2		21

WPW SYS EFFECTIVENESS GRAPHIC COMBAT EFFECTIVENESS GRAPHICS 21.3.1 CDR'S RATING TO PERFORM (In Psnl, Ammo, And Wpn Sys) "SOME DIFFICULTY" (In Psnl And Wpn Sys) PROBLEMS" "NO PROBLEM" "CAN NOT" MISSION "MAJOR (In PsnI) 21

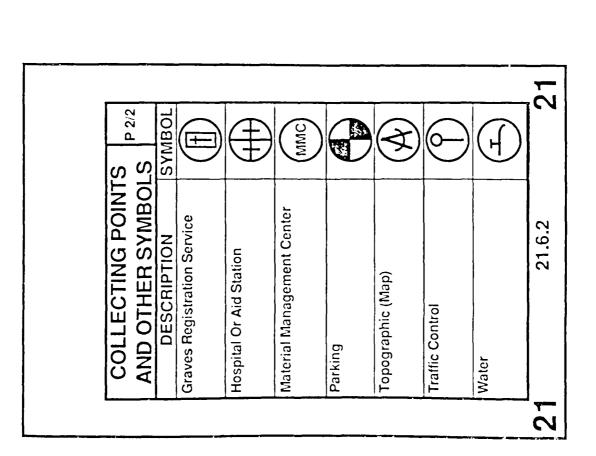
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	.Y P 1/2	SYMBOL				E		(o+<	
21.5.1	CLASSES OF SUPPLY AND MAP SYMBOLS	DESCRIPTION	Subsistance	Clothing, Individual Equip, Tentage, Org Tool Sets	POL	Construction	Ammunition	Personal Demand	Major End Items
	CLA	CLASS	_	=	=	≥	>	<b>i</b> >	ΙΙΛ
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CLASSES OF SUPPLY AND MAP SYMBOLS	DESCRIPTION Medical Materiel	Repair Parts	Material To Support Nonmilitary Programs	All Classes Of Supply	Liultiple Classes Of Supply, But Not All			21.5.2
CLA	CLASS	×	×			Notes:		
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15	S 10	SYMBOL	CATI	210	· (2-		)(	(EPW)	SALV	(S)
COLLECTING POINTS	AND OTHER SYMBOLS	DESCRIPTION	Cumibulgaten	Civilian	Decontamination Station (Place	personnel (PERS) or equipmen	(EQUIP) of both below symbol)	Prisoners Of War	Salvage	Stragglers



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21.6.3	NOTES																			
21																	 	 		

